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WHERE THE ACTION IS

This issue sees the launch of an incredible new game which we predict will take the nation by storm. Hundreds of people all over the country will pit their wits against each other in *The Final Conflict*. Make sure you join the action. There's also terrific news for adventure lovers. A new section has been created specially for you. So watch your fingers. It's a hot, hot issue.





R·E·G·U·L·A·R·S

If you don't like page numbers, you can use these round logos to track down your favourite section!

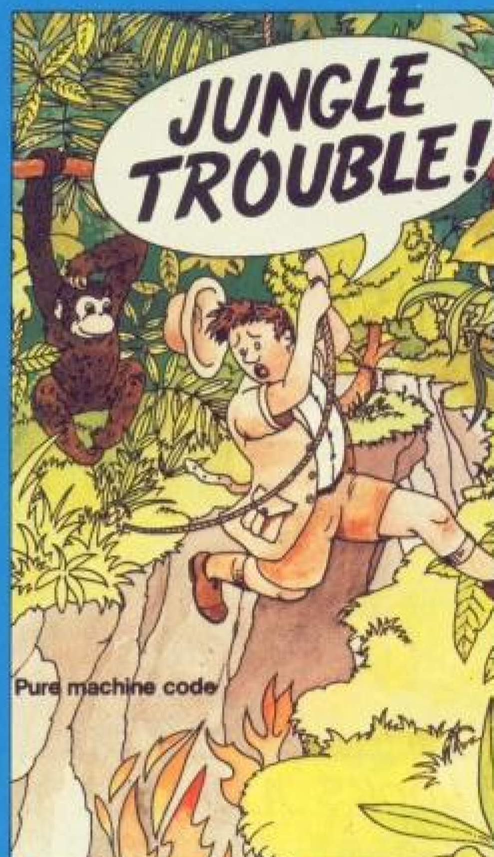

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YES, IT'S THE LAUGHING SHARK WHO HAD COME IN SEARCH OF 6 NEW STEAMING HOT VIRGIN GAMES
THERE'S RICK O' SHEA AND THOSE WILD ANIMALS DOING THE JUNGLE JIVE.......
'ELLO CHIEF. NEW CARPET? SAY NO MORE. JUNGLE BLUE WASN'T IT? NO? OOPS!! BETTER GET OUT BEFORE HE CAN CHECKOUT
I SPY AGENT 003·5 ON ATLAS ASSIGNMENT. HIS MISSION TO SEEK AND FIND STOLEN NUCLEAR PLANS.



Spectrum 48k
Oric 16-48k
Commodore 64



Spectrum 16-48k
Oric 16-48k
Commodore 64, Atari



Spectrum 16-48k



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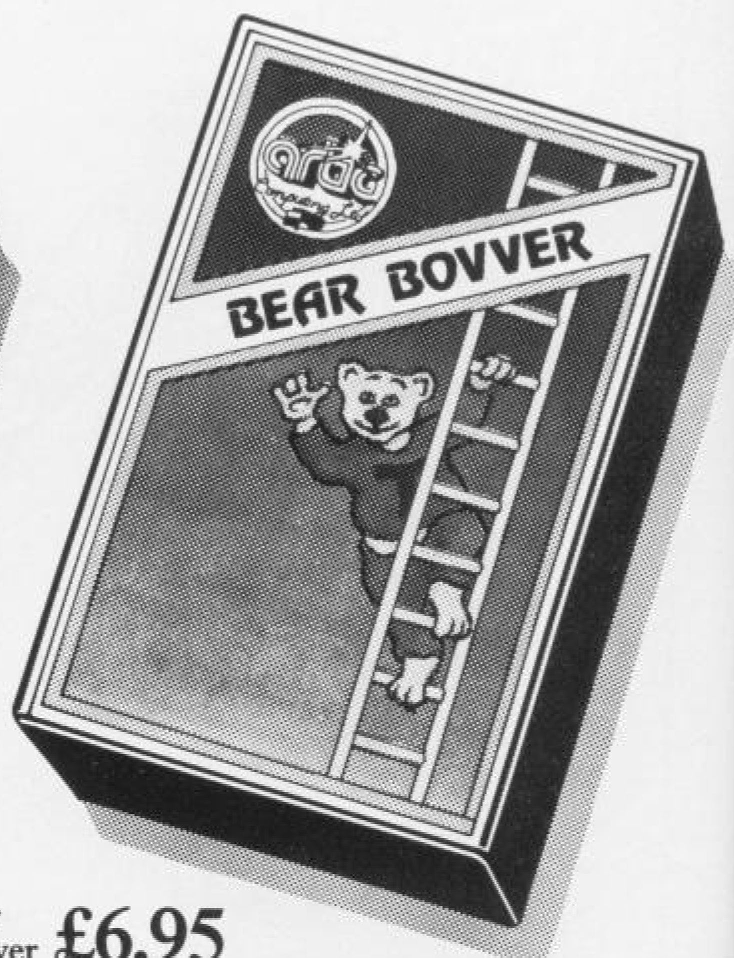
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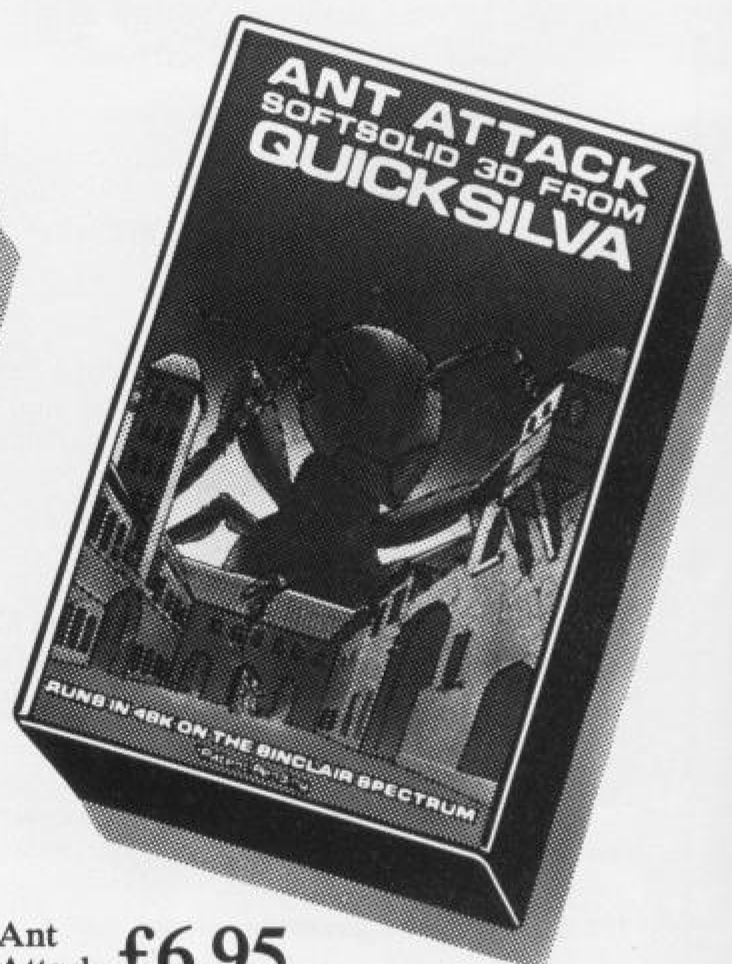


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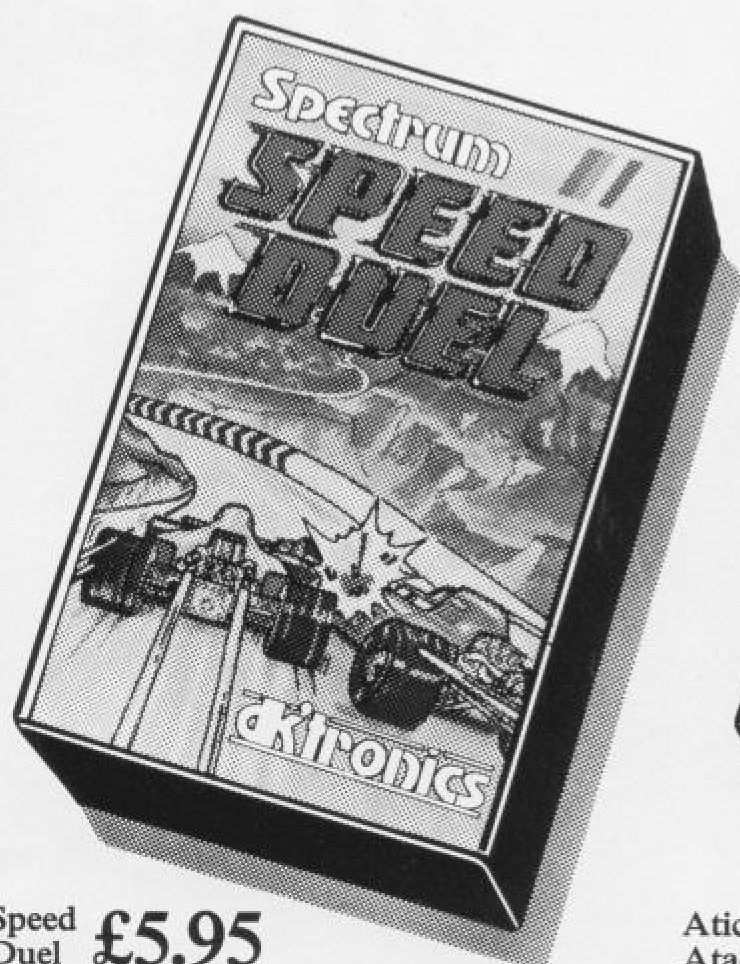
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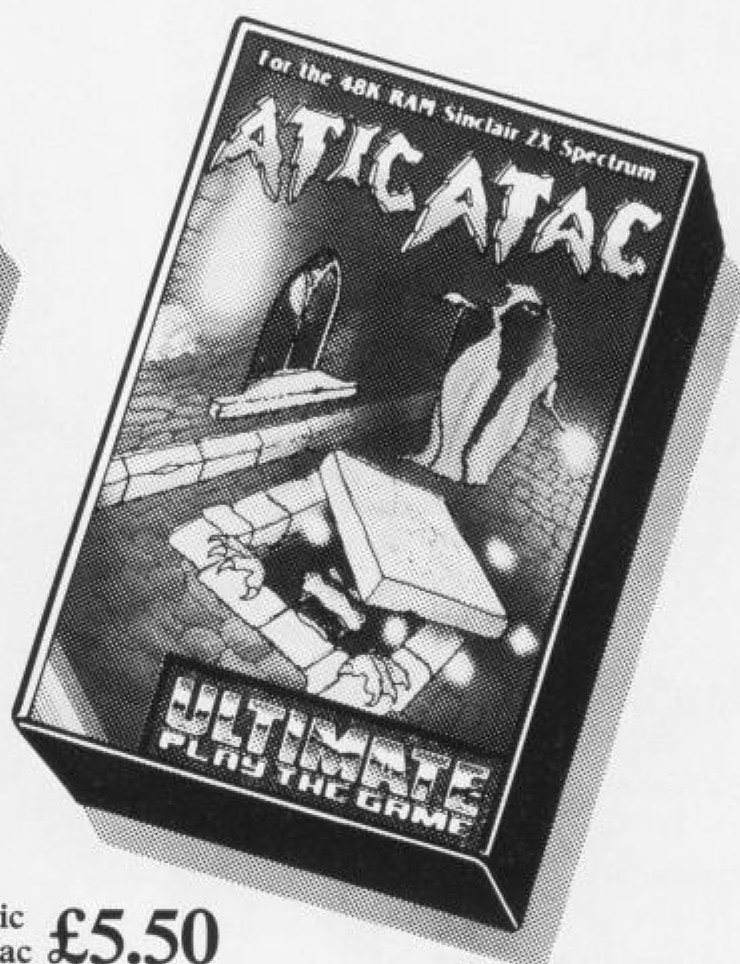
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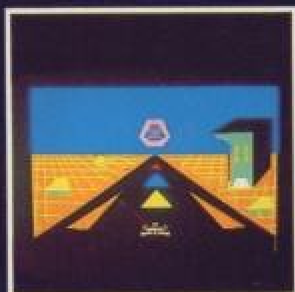
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(Screen 1)

APPROACH

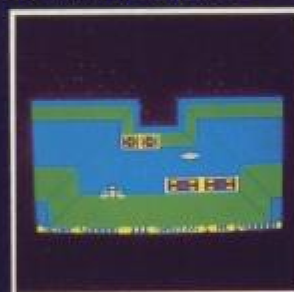


(Screen 2)





DURANIUM BARRIERS



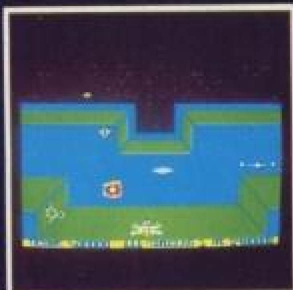
(Screen 4)

INTERCEPT MISSILES



(Screen 6)

ENTRY



(Screen 3)

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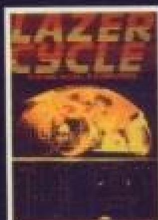
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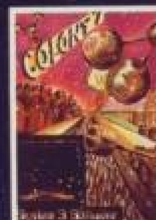


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EMS



MEMO

From: PCG
To: Games programmers everywhere

Gentlemen,

You number among the most talented people on the planet. Yet some of you are capable of astonishing stupidity. You can turn out games of glorious graphical display and mind-boggling strategical complexity which are nevertheless ruined by a single and easily correctable fault. You simply must understand that most people have little desire to spend hours of frustration trying to coordinate seven fingers and an elbow to do things the Creator never intended.

If your game demands the use of movement in four directions then for goodness sake ensure that the left-right keys can be controlled by one hand, and the up-down by another (with the up key above the down key, not next to it!). Better yet allow a wide choice. Better yet allow the user to define his own keys. Above all don't be seduced by the pretty little arrows on the cursor keys. On most home computers these are virtually unusable.

Heed our advice, and you'll find that people can start enjoying your game instead of untying knots in their fingers.

PROGRAM IDEA

Computers are ideal for inventing and using secret codes. Why not write a program that accepts input from the keyboard (using INKEY$ or GET$ for example) and alters the text before storing it in memory as a string? Decoding is simple – you just type in the coded text and get the computer to decode it as you go along.

Robotank crash

A production error in last month's PCG led to the last two characters in line 184 of the Commodore 64 program *Robotank* being missed out. The last part of the line should read: Y =INT (RNT)*22)+1

We're sorry about this mistake, which will result in the program crashing from time to time with an illegal quantity error.

MICRO RIDDLES

We've been inundated by hundreds of entries for our riddle contest in the March issue. Some are hilarious, others appalling. We'll print the 70 winning riddles in the next issue, but meanwhile here are a few sample entries picked at random.

Q. What do you get if you cross a hit computer game with a smelly ape?
A. Donkey Pong!
Q. What does Pac-Man do at the end of each game?
A. Burps.
Q. What's the most dangerous creature in the galaxy?
A. Killer Gorilla's mother-in-law.

DEAR READER

Come hell or high water, we have to bring out an issue each month, and sometimes it has all the fun of an inter-planetary cruise through an asteroid belt.

Our reviewers can get battle fatigue…or Horace dallies at his club instead of keeping his ear to the ground.

But these run-of-the-mill worries are nothing to the pain we feel when you write and tell us you don't like some magazine feature. Admittedly this doesn't happen very often, but there was a case only the other week.

A cruel, cruel reader sent Peter Connor an interminable letter deploring his *Kong* reviews (see edited highlights in Byte-Back). Poor Peter immediately fell ill and hasn't been the same since. Not because he was wrong, you understand. But because he cares. We all care.

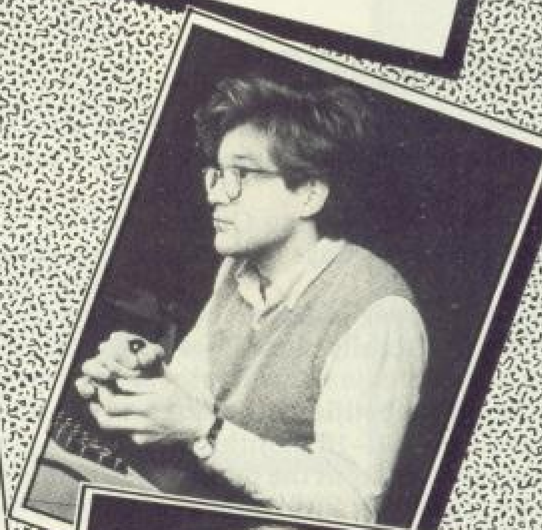
We care so much, that this month we're offering you a stack of new features. Like our amazing mega-game in which you can take part, *The Final Conflict*. And the mysterious Adventureworld pages. (Who is the White Wizard?)

The issue also has the result of our first dramatic play-off in the PCG Challenge Chamber. The gauntlet is taken up by two determined *Mutant Camel* revengers.

Another change you'll notice is related to our Program Control Guardians. Now that they've got their own hot-line for you to ring them on, they're shifting their attention to the things you speak to them about.

So…the May magazine is complete and sitting in your hands. And now we're waiting, breath bated, palms sweating. Your letters are on their way…

The PCG team





● *Peter Connor before the letter (above) and afterwards.*

IMAGINE DRAMA

Phone-bugging, theft and court action

Imagine, the Liverpool software house, have denied that they are facing serious financial difficulties following the collapse of a plan to bring out a regular cassette magazine.

Asked if the company was in danger of bankruptcy, operations director Bruce Everiss told PCG: 'We intend to continue producing what our customers want for the foreseeable future.'

Imagine had signed an agreement with publishers Marshall Cavendish to produce games for the proposed magazine. But Marshall Cavendish rejected the games Imagine offered as not good enough. The agreement was cancelled, leaving Imagine to pay back the large undisclosed advance they'd received.

Another intriguing event in this Liverpudlian saga is the departure of Imagine's former sales manager Colin Stokes. The company is taking legal action against their former employee, accusing him of trying to disclose confidential information.

It has published what it says are transcripts of telephone conversations he made while at Imagine. The first edition of the Imagine newsletter says the company has 60 pages of these transcripts but doesn't reveal how they were obtained.

As if all this were not enough, Imagine also had £200,000 worth of games burgled from their warehouse at the beginning of February. Imagine say they will 'show their appreciation in a very generous fashion' to anyone giving information leading to the identification of the thieves.

PIRATES UNDER FIRE

In the midst of a month of drama and intrigue, Imagine have issued an angry attack on software pirates.

They have also announced price cuts on Imagine games to £3.95, a move which the company says will boost sales and make it pointless to copy tapes.

In a letter circulated to computer magazines, Imagine's four directors say that the entire micro games industry is 'being jeopardized by the selfish activities of members of the public who are copying games instead of buying them.'

The letter continues: 'This is theft. We are not talking about isolated instances, we are talking about "user groups" running mini production lines at their evening meetings and stealing as many as 2,000 copies of successful titles at one go.'

Imagine say that there are probably at least *seven* pirated copies for every legitimate copy of a game.

Stop the arcade clones!

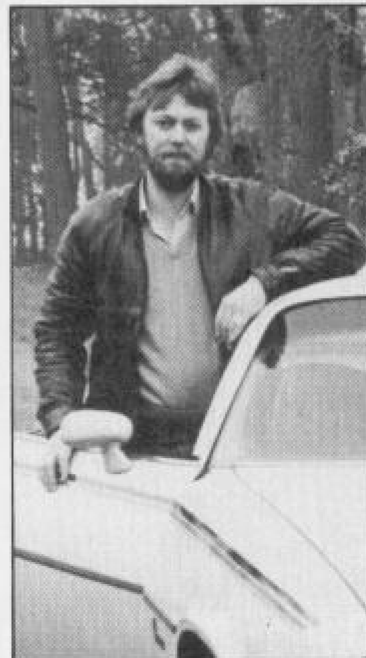
Leading figures in the micro games industry have attacked software houses whose releases are simply copies of arcade games.

Andy Walker of Taskset, a leading Commodore 64 software producer, told PCG: 'The days of the arcade rip-off are over.'

And Tony Takoushi, author of a new book on computer games, said: 'There are literally dozens of *Froggers, Centipedes, Pac-Mans* and *Galaxians* available for the leading micros. This is a ludicrous repetition of coding and effort.'

He added: 'I predict that 12–18 months from now a great shake-out will occur, with many of the pure arcade cloners in the industry finding that their fifth version of *Frogger* just won't sell.'

Tim Stamper of Ultimate Play the Game went further. 'The shake-out is happening now. Take a look at the software charts. How many arcade clones are there? Only original games should now be produced.'



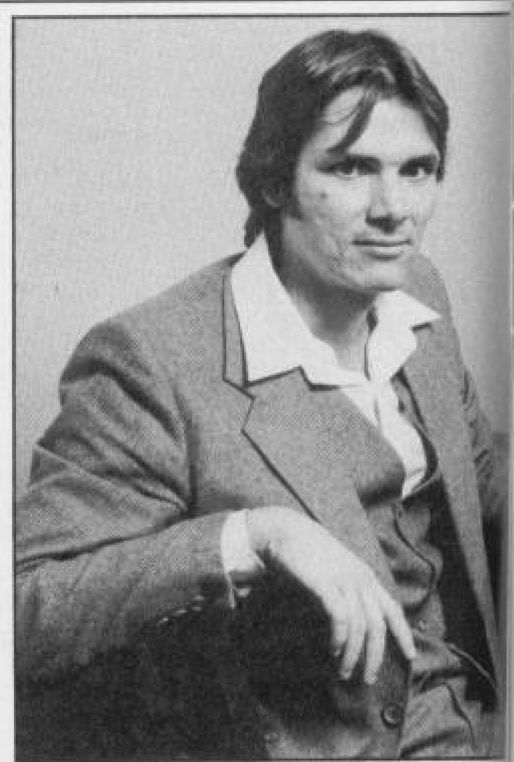
Taskset's Andy Walker: 'The days of the arcade rip-off are over.'

JOYSTICKS FOR ELECTRONS

A plug-in cartridge for the Electron that enables you to use any Atari-style joystick is now available in the shops or by mail-order from the manufacturers, First Byte Computers of Derby.

The interface will not work with many existing games but software houses have had them for some time and are now producing compatible programs. The first of these was *Cylon Attack* from A&F, but other companies, such as Bug-Byte, Romik and Alligata, are following suit.

While there is still a shortage of compatible software, First Byte will include a tape with the cartridge, allowing the user to run existing games. The cartridge costs £24.95.



Move your space-ship wit[…]**ut**

THO[…] CON[…]

An American inventor has produced a device which could revolutionise the way computer games are played. It uses the player's state of mind rather than the movement of his fingers to move objects such as space craft across the screen.

Instead of moving a joystick, the player puts his fingers on two fixed electrodes and then concentrates on moving his spacecraft one way or the other.

Inventor Robert Dilts told PCG during a visit to Britain: 'Use of the controller takes practice. But you can get to the point when you just think "Go right" and the ship moves right. Think "Go left" and it goes left.

It works by measuring tiny changes in the skin's electrical resistance caused by the player becoming mentally tense or relaxed – the same principle as the lie detector.

We tried this out for ourselves and it really does work. Just by concentrating in the proper way you could





ithout lifting a finger!

UGHT TROL

move a space-ship up and down in order to dodge attacking craft.

However the degree of control over the craft is not nearly as precise as in using a joystick, and although Dilts believes this can be greatly improved, he pointed out other uses for the device.

"We're planning to bring out a game of the Incredible Hulk type in which you would move a character using an ordinary joystick. But you would also hold this device, so that when you began to feel aggressive, the character would automatically metamorphose on screen."

Dilts also believes that the device will allow people with paralysed arms to play micro games and use computers in other ways.

The device is due to be put on sale in the United States this summer and in Britain soon after. It plugs straight into a standard Atari or Commodore joystick port and will include a special tape of games designed for use with it.

VIDEO DISCS HIT ARCADES

In the glare and noise of the arcades it's the laser disc machines which are attracting the punters' interest at the moment. The great attraction about these machines is not their price – 30p a go – but their cartoon graphics, which give you control of a clean-cut Disney-style hero.

First of these new-look games in the arcades was *Dragon's Lair*, which takes place in a medieval castle. The helmeted hero has to rescue a fair damsel, with only his sword and his agility to help him. The player has two buttons – jump and sword – and a stick to enter direction. Although the graphics are undeniably superb, *Dragon's Lair* is low on genuine interest: all you can do as walls crumble and holes gape in the floors is . . . jump. Face to face with a villain? You press 'sword' and hope for the best.

In *Space Ace* you are given the role of Dexter, who must rescue a tall brunette called Kimberley from the clutches of the evil Borf, a fat and mustachioed megalomaniac. Apart from the stunning graphics, there is also lots of talking: the distraught Kimberley regularly appears to screech, 'Dexter, get me out of here!' Again, though, the game lacks variety in what is asked of the player. The laser disc has some way to go before it can truly compete with the existing arcade technology.

One of the newest and most popular of the 'old-fashioned' machines is *Track & Field*, a decathlon for video athletes. You just put 20p in the machine and the only energy you need is to operate the 'run' and 'jump' buttons. Experienced players crouch over the console and flap away at the two 'run' buttons, rather as if they were spanking two babies' bottoms at the same time. There's a variety of events requiring different combinations of the keys, and graphics and animation are excellent, as is the sound.



LYNX GETS PLAYMATE

Camputers, manufacturers of the Lynx, are to launch a new machine in the summer.

Called the Leisure, it will retail by mail-order only at around £150.00. Details of the specification were not available at the time of going to press, but the machine will be similar to the Lynx 48K, though with a different version of the operating system.

Unfortunately, because of changes made in the ROM, machine-code programs that run on the Lynx may not run on the Leisure. However, the Basic on both machines will be fully compatible.

Meanwhile, the Lynx 48K continues to sell well in France, where recently it stood at Number 2 in the charts. Camputers have recently taken on additional manufacturing capacity in Wales to cope with increased demand abroad and the production of new machines at home.

NEW RELEASES

PEDRO THE GARDENER

Imagine's new game, *Pedro*, is being launched simultaneously on five different machines: Spectrum, Commodore 64, Dragon, BBC and Electron.

The 3D action features Pedro trying to plant seeds in the face of attack by vicious garden animals. To keep them at bay he can wall them into a maze, block their paths with compost – or simply stamp on them.

In line with Imagine's new pricing system, *Pedro* will sell at £3.95.

TRUCKING IN ZON

Rabbit Software's latest release is called *Troopa Truck* and is available on the Commodore 64 at £5.99. The game involves driving an armoured vehicle across the rough terrain of the planet Zon, avoiding obstacles and dodging the enemy fire.

DRIVE YOUR SPECTRUM

Latest motor-racing simulation on the market is *Knight Driver* from Hewson Consultants. The game is for the 48K Spectrum and gives automatic, professional and learner options. Price £5.95.

GARBAGE COLLECTION

There's dirty business afoot in *Trashman*, the latest game from New Generation Software. You play a dustbinman who must empty bins into a moving dustcart on a busy street. Hazards include overeating at lunchtime and excess alcohol consumption. The game costs £5.95, has seven levels of difficulty and features a two-player option.

CUTHBERT RETURNS

Cuthbert is back in a new game from Microdeal, *Cuthbert in the Mines*. The Moronians have captured him and enslaved him underground. To escape, he has to jump between moving trucks and avoid the fire-eating demon. The game is for the Dragon 32 and retails at £8.00.



GENIE WINNER

Graham Simmons of Amersham, Bucks is presented with an entire Colour Genie computer system worth more than £1,000 after winning the competition in our December/January issue.

The presentation took place on Friday 2 March when Richard Peat of Lowe Computers drove the mountain of goods to his home. Graham, who spent many hours working on the competition, was delighted with his fabulous win, which includes a Colour Genie computer, disk drive unit and colour monitor.

K-TEL PRIZEWINNERS!

The K-Tel competition published in the February issue of PCG attracted a huge response. Most entrants got all the answers right and the winners named below are the lucky 60 whose names came out of the hat first.

●**The competition answers:** 1.HORACE 2.ENTER 3.RUN 4.NEW 5.WHIZZ 6.ZAP 7.POKE 8.ERROR 9.ROM 10.MANIC 11.CONTROL 12.LEFT 13.TOUCH

●**Spectrum owners who win three K-Tel double-siders are:**

Val Abraham, Bedford; **A Barks**, Knodishall; **PJ Bommer**, Wildwood; **IR Bryce**, Liverpool; **Alan Choo-Kang**, Kirkcaldy; **Gary Derwent**, Courtmacsherry; **S Elliot**, Great Bookham; **Ian Foster**, Uttoxeter; **Christopher Hall**, Belfast; **Emma Hayley**, London; **SM Holt**, Poulton-le-Fylde; **D Jones**, Moulton; **Michael Leaf**, London; **Louise Littlejohns**, Bude; **Robert McKendrick**, Bulwell; **Martin Mochan**, Ashton-u-Lyne; **Andrew Morehen**, Bugbrooke; **Mark Nicklen**, Bottesford; **JE Oswin**, Whinmoor; **Peter Simmons**, Watford; **Kevin Smith**, Rotunstall; **M Squires**, Millbrook; **Alistair Stalker**, High Wycombe; **R Stewart**, Edinburgh; **T Stwefik**, Sanderstead; **David Stott**, Peterborough; **Lee Sullivan**, Sevenoaks; **Alistair Taylor**, Milngavie; **Mark Watson**, Comberton; **S Webster**, Cambridge.

●**Vic 20 Owners who win two K-Tel double-siders are:**

C Arnett, Halton Moor; **Keith Belson**, South Yardley; **Simon Bloomer**, Worsley; **Paul Buckley**, Walkden; **Martin Colclough**, Kidsgrove; **Ian Collins**, Armitage; **Chris Daly**, Norbury; **Graham Eccles**, Chorley; **David Eltringham**, New Seaham; **S Goldstraw**, Leuchars; **RE Gooderson**, Churchtown; **RR Hayes**, Nottingham; **RM Allan**, Woking; **Francis Ho**, East Finchley; **J Jepson**, Weston Coyney; **Paul Kelly**, Merseyside; **Paul Kerrison**, Waddington; **Michael Lee**, Wallington; **Simon Leech**, Wigan; **JF Mallinson**, Blackburn; **Richard Mayfield**, Ilkeston; **Rita Newby**, Western Park; **MC Potter**, Rosside; **James Richmond**, Potterspory; **B Rogers**, Golden Common; **GR Seymour**, Holywood; **Deric Walker**, Sunderland; **G Wesley**, Sholing; **AS Wright**, Altringham; **David Wynn**, Skelmersdale.



IMAGINE! DAD JOINS IN

Like father like son. Roy Butler, father of Imagine's Mark Butler, is so impressed with his son's success that he's trying to follow in his footsteps. Roy has helped set up yet another Liverpool software house: Voyager Software. My crystal ball tells me he should avoid any deals with publishing companies . . .

Incidentally, I notice that Imagine's recent troubles have not stopped them announcing that hack programmer Eugene Evans has just bought himself a Lotus Esprit. At least someone up there still has some money to spare.

NASTIES SHORTAGE SHOCK HORROR

I see my chums in the Houses of Parliament are trying to ban video nasties. Perhaps their action is responsible for the utter lack of any Video Nasties in this issue. After the immense pleasure that our reviews of *Owzat* and *Pi-Eyed* gave everyone, there has been a frightful shortage of truly awful software. Have programmers gone yellow? Don't they realise that a PCG review as Video Nasty of the Month guarantees vast fame? Or notoriety?

I appeal fervently to programmers and software houses. Please send us something bad really soon. We need a laugh.

THE WONDER OF ORIC

I say, the gleaming new Oric Atmos is a wonderful beast, is it not? I notice that the company have made great technical changes to the cassette operating system to avoid the chronic unreliability all poor Oric 1 owners are plagued with. These wonderful changes include a special routine to check loading errors.

But what's this? It would appear this new routine itself is causing problems, making loading impossible from many cassette recorders! Don't panic, Atmos-owner. Oric have kindly included a cassette which you must load in each time you use the machine to wipe out this wonderful new routine and allow you to load other programs. Quite ingenious!

LLAMASOFT LLAMPOONED

I do believe that Richard Jones, an ex-partner in Llamasoft, has become rather envious of the fame (not to mention fortune) of his ex-cohort Jeff Minter. In his recent games he refers to Minter as 'Jumping Jeff the Jippy Jester'. And he treads on sacred ground in his version of the arcade classic *Burgertime* by making Llamaburgers. Really!

His most recent release is called *Get Off My Garden* which sounds awfully like a send up of Minter's *Hovver Bovver*, but includes ideas from the recent Llamasoft game *Revenge of the Mutant Camels*.

Minter himself remains unconcerned. He whispered to me: 'Give him enough rope and he'll hang himself!'

EGG HEADS

My esteemed friend the Master of the Challenge Chamber has been telling me of the enormous number of entries received for a game called *Chuckie Egg* by A&F.

Jolly good, I thought. But imagine my shock when the Chamber Master told me what this game was about – a farmer's boy collecting eggs while fending off attack from deadly ducks! How vulgar, how common.

What has happened to young people today? Have they no sense of the finer, more noble things in life? Aren't they bothered that aliens might attack at any moment, that the Galaxians and Droids and Invaders are out to get us?

Come on you gamesters! Show a little thought for the future of the human race.

DINKY MUSIC

It's a good thing Paul McCartney doesn't play many computer games. I recall that he's a bit fussy about being paid for the use of music he's written. Of course, being a Liverpool chap it probably wouldn't bother him that *Dinky Doo*, a new Commodore 64 game from Liverpool-based Software Projects includes an absolutely terrific rendering of 'When I'm 64'.

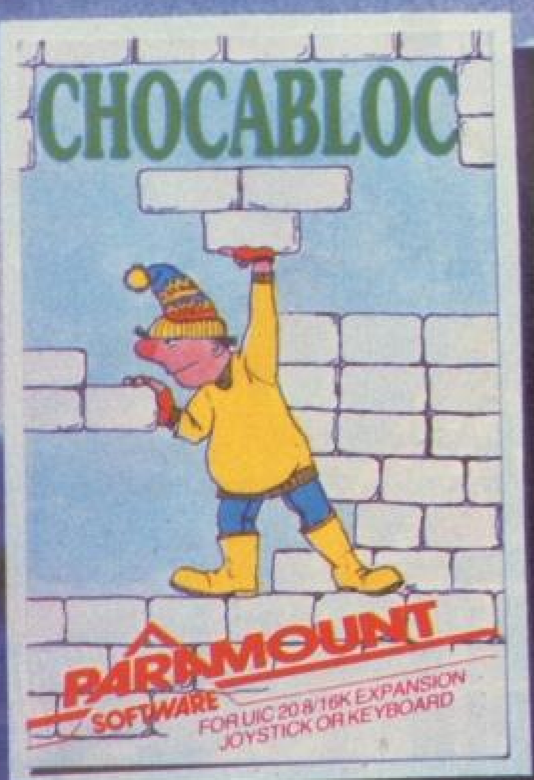
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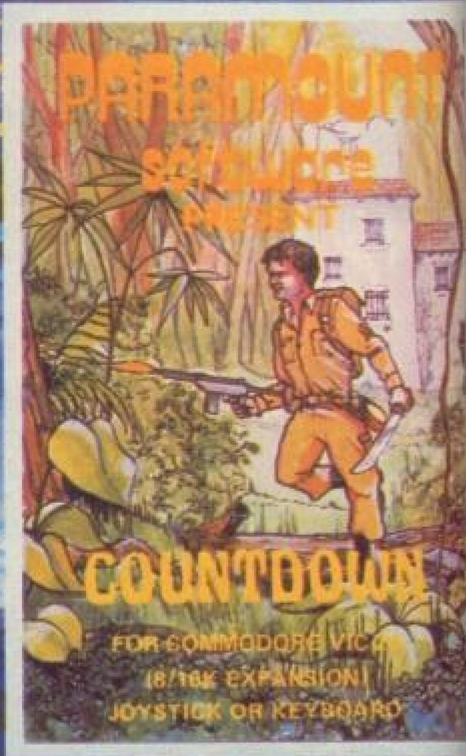
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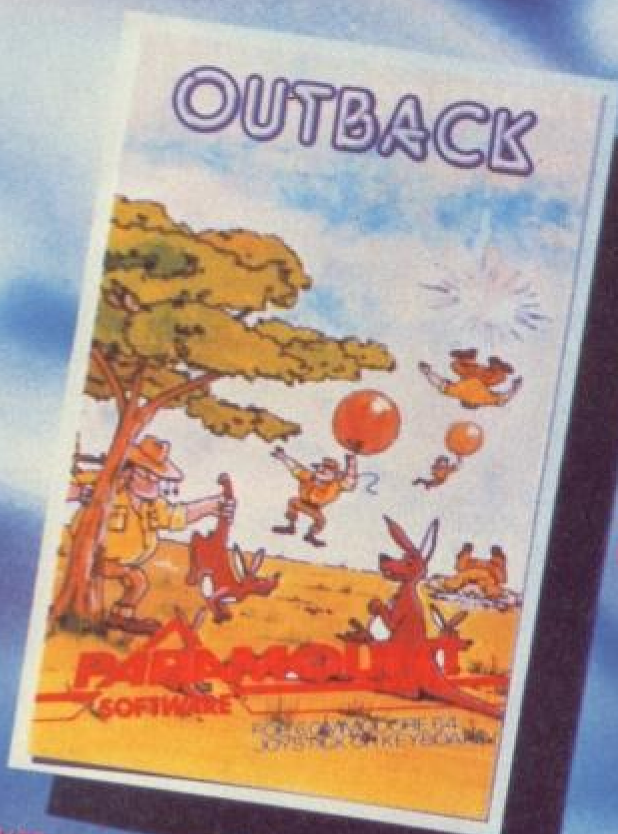


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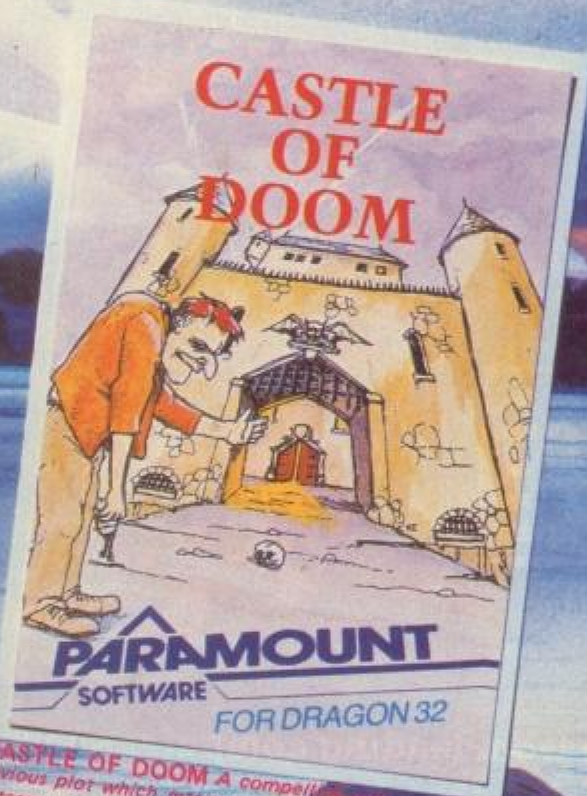
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CHEQUERED FLAG GRABS POLE POSITION

Psion's *Chequered Flag* races ahead to take over the Number 1 slot this month, with Miner Willy still hopping about in second place.

Psion were confident their program would make it to the top. 'It's a helluva good program,' enthused Matthew Gaved, the company's sales and marketing manager, who believes its success reflects the 'growing demand for quality programs on the Spectrum.'

Chequered Flag, which costs £6.95, is reviewed in our Video Sportsman feature.

OCEAN'S TASTY CHINESE MENU

Ocean's *Chinese Juggler* leaps straight into the charts at Number 12 – a tremendous performance from this new program, which sold over 10,000 copies within two weeks of being launched.

This highly original game – reviewed in this issue – has been so well received that Ocean are considering bringing it out on the Spectrum and the BBC Model B in the near future.

Meanwhile, tickets for this excellent performance, featuring superb graphics and sound, will set you back £6.90.

FIGHTER PILOT IS A HI-FLYER

Fighter Pilot from Digital Integration has soared to Number 3 in this month's charts. 'The competition wasn't that stiff,' claimed Dave Marshall, 'we knew we could do it.'

Dave spent four years as a flight simulation engineer before writing the program, so his confidence is hardly surprising. The game offers 3D graphics and a unique air-to-air combat mode.

Sales are running at up to 5,000 copies a week, and the game is about to be made available on the Commodore 64.

Fighter Pilot takes off at £7.95 – get on board if you can.

CHALLENGE SEEKERS

It's official! Or almost. Gamesters are not bloodthirsty maniacs intent on mere destruction. What they want most from a game, according to a survey conducted by Microdeal, is 'a genuine challenge'.

This was the first choice of 30% of those who responded to the survey. A tiny 5% selected 'outlet for aggression' as their greatest desire, which just goes to show that people who play games are either very peaceful or release their aggression elsewhere.

The second most important characteristic was 'life-like graphics', while in third place there was a tie between 'dramatic sound effects' and 'test for quick reflexes'.

PCG SOFT HITS

THIS MONTH	LAST MONTH	•GAME TITLE	•PUBLISHER	SPECTRUM	VIC 20	CBM 64	BBC	ATARI	DRAGON	ORIC	OTHER
1	(7)	*CHEQUERED FLAG*	PSION	•							
2	(2)	*MANIC MINER*	S/W PROJECTS/BUG-BYTE	•		•					
3	(12)	*FIGHTER PILOT*	DIGITAL INTEGRATION	•							
4	(3)	*ATIC ATAC*	ULTIMATE	•							
5	(–)	*SCUBA DIVE*	DURELL/MARTECH	•		•				•	
6	(9)	*3D ANT ATTACK*	QUICKSILVA	•							
7	(1)	*HUNCHBACK*	OCEAN	•		•				•	
8	(16)	*REVENGE OF THE MUTANT CAMELS*	LLAMASOFT			•					
9	(11)	*ALCHEMIST*	IMAGINE	•							
10	(33)	*HOBBIT*	MELBOURNE HOUSE	•		•	•			•	
11	(8)	*FLIGHT*	PSION	•							
12	(–)	*CHINESE JUGGLER*	OCEAN			•					
13	(6)	*DEATH CHASE*	MICROMEGA	•							
14	(10)	*MR WIMPY*	OCEAN	•		•				•	
15	(13)	*LUNAR JETMAN*	ULTIMATE	•							
16	(4)	*STONKERS*	IMAGINE	•							
17	(39)	*SKULL*	GAMES MACHINE	•							
18	(5)	*SPACE SHUTTLE*	MICRODEAL	•		•	•		•	•	
19	(31)	*WHEELIE*	MICROSPHERE	•							
20	(20)	*WIZARD AND PRINCESS*	MELBOURNE HOUSE		•						
21	(–)	*QUEST OF MERRAVID*	DURELL/MARTECH	•		•					
22	(18)	*JET PAC*	ULTIMATE	•	•						
23	(35)	*INTERNATIONAL FOOTBALL*	COMMODORE			•					
24	(–)	*FRED*	QUICKSILVA	•							
25	(–)	*CYRUS-IS-CHESS*	INTELLIGENT SOFTWARE	•							
26	(25)	*VALHALLA*	LEGEND	•							
27	(–)	*THE SNOWMAN*	QUICKSILVA	•							
28	(–)	*BLAGGER*	ALLIGATA			•					
29	(27)	*HUNGRY HORACE*	PSION/MELBOURNE	•		•			•		
30	(22)	*POOL*	CDS	•							
31	(42)	*PENETRATOR*	MELBOURNE HOUSE	•							
32	(40)	*FALCON PATROL*	VIRGIN			•					
33	(28)	*TWIN KINGDOM VALLEY*	BUG-BYTE			•	•				•
34	(29)	*SNOOKER*	VISIONS	•	•	•	•				•
35	(–)	*PINBALL WIZARD*	CP SOFT			•					
36	(38)	*FORBIDDEN FOREST*	COSMI			•					
37	(–)	*BEAR BOVVER*	ARTIC	•							
38	(37)	*CHUCKIE EGG*	A & F SOFTWARE	•			•		•		
39	(–)	*AZTEC CHALLENGE*	COSMI			•					
40	(43)	*SUPER PIPELINE*	TASKSET			•					
41	(–)	*BUGABOO THE FLEA*	QUICKSILVA	•							
42	(–)	*QUICK THINKING*	MIRRORSOFT			•					
43	(–)	*SUPER SPY*	RICHARD SHEPHERD	•							
44	(–)	*CHINA MINER*	INTERCEPTOR			•					
45	(48)	*COMPUTER WARS*	THORN-EMI		•			•			•
46	(–)	*FOOTBALL MANAGER*	ADDICTIVE GAMES	•							
47	(–)	*TRANSISTORS REVENGE*	SOFTSPOT				•				
48	(–)	*COLOSSAL ADVENTURE*	LEVEL 9			•					
49	(19)	*BIRDS AND THE BEES*	BUG-BYTE	•							
50	(–)	*BLUE THUNDER*	RICHARD WILCOX	•							

RISING FAST RISING FAST RISING FAST RISING FAST RISING F

1	*FIRST STEPS WITH MR MEN*	MIRRORSOFT	•			•				
2	*PEDRO*	IMAGINE						•		
3	*MEGAWARZ*	PARAMOUNT			•					
4	*HELL GATE*	LLAMASOFT		•	•					
5	*ESKIMO EDDIE*	OCEAN	•							
6	*KILLER WATT*	ALLIGATA			•					
7	*METAGALACTIC LLAMAS*	LLAMASOFT		•						
8	*3D SEIDDAB ATTACK*	HEWSON	•							
9	*PADDINGTON'S DISAPPEARING INK*	COLLINS EDUCATIONAL	•							
10	*NIGHT GUNNER*	DIGITAL	•							

Compiled by reference to sales in more than 100 shops plus other sources.



Byte-Back

ALL THE SNAPPIEST LETTERS...

Write to: Byte-back, *Personal Computer Games*, Evelyn House, 62 Oxford Street, London W1A 2HG

Plan of Atac

For all confused and exhausted *Atic Atac* players, I have found a successful way of escaping from the haunted house and scoring thousands. But so as not to ruin the fun I am only going to give you a few tips and a diagram of one of the five floors.

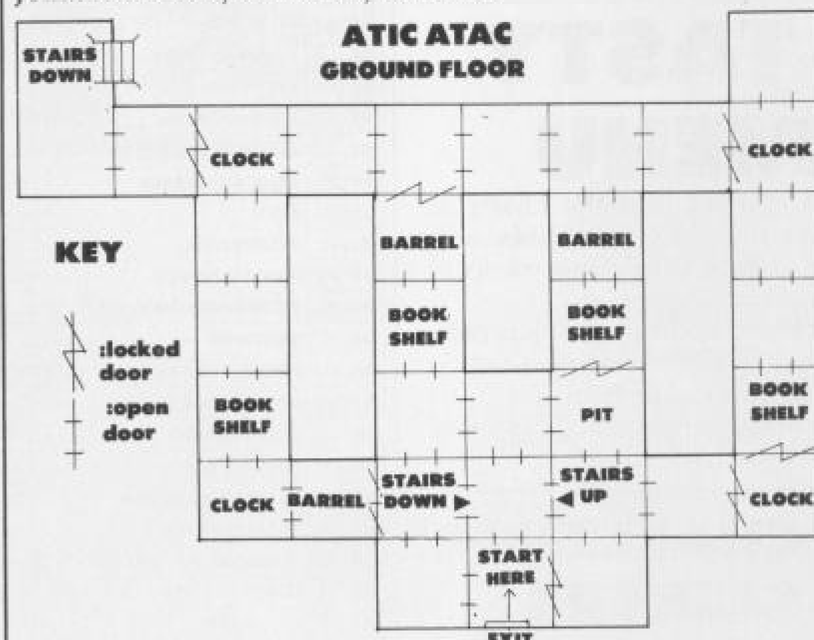
At the start of the game you find yourself on the ground level; there are two floors above this and two floors below.

Situated throughout the building are a number of clocks, beer kegs, and book cases. These items disguise the entrances to secret passages. The passage could either lead you to a room on the same level, but on the other side of the house, or transport you to another floor. But there is a problem: you have to be a knight to travel through the clock, a serf to travel through the beer kegs and a wizard to travel through the book cases.

There are four small coloured keys which enable you to get around the house with ease, each key allowing you through a door of the same colour. The problem is you can only hold three items at a time. So go about the house opening all the locked doors available to you and then they will remain unlocked, enabling you to dispose of the keys.

You cannot get into the attic unless you have a light blue key, and from then on it's plain sailing. The main door key which you should be searching for is composed of three parts, two of which have the letters 'ACG' inscribed on them, the third part looking very much like a crown.

Jonathan Foster, Somerton, Somerset



Some more tips have been sent us by Philip Price of Birmingham. He says that the four coloured keys are placed as follows: the blue is in the caverns, the red is guarded by the mummy, the yellow is obtained by going through a certain trap door and the green is randomly placed.

He points out that one part of the main 'ACG' key is always in the attic, which is only accessible with both blue and yellow keys. He also gives some tips on the objects: the cross keeps Dracula away, the spanner kills Frankenstein and the bottle will move the Hunchback from the door.

More for the ZX81

I am writing to complain about software houses. There are roughly a million ZX81 owners in the world but no-one except two or three software companies (e.g. Software Farm, Sinclair) are bringing out new games or software.

So please, software houses, please think of us ZX81 owners.

J Devlin, Glasgow

Double-rescue bug

While I was getting 2,234,000 on Ocean's *Hunchback*, I discovered a rather annoying bug. When you pass Ezmerelda for the second time the bonus still increases – but does not register on the score.

I have not tried any other copies of *Hunchback* yet so I can't say that it is just my copy with the bug, perhaps you could find out.

M J Abbot, Dover, Kent

Ocean tell us they're amazed that you've been able to rescue Ezmerelda twice. Since they don't know anyone else who's done it, they couldn't say whether you had a dud copy.

Good Buy grouch

I own a Commodore 64 and have noticed that in the list of the top games for the 64 there are no simulation or adventure games but it is these types of games that I am most interested in (although I do own a great many of the games in your listing).

I already own *The Hobbit*, but please could you inform me of any other good adventures and simulations available for the 64. One simulation I had in mind was the *Space Shuttle* simulation.

P Sykes, Cheadle, Cheshire

Twin Kingdom Valley *from Bug-Byte and* Heroes of Karn *from Interceptor Micros are both excellent graphics adventures for the Commodore 64 and were reviewed in our March issue. And the Commodore 64 version of* Space Shuttle *from Microdeal has now been released.*

Oric owners outraged

I am writing to make a few suggestions for PCG. Could we have some more Oric software reviews? In issue 2 there were eight reviews, in issue 3 there were five and in issue 4 just four. Why the decrease?

My friends and I do not take kindly to reviewer PC's comment in issue 4, 'what Oric game does amaze you graphically?'. Maybe Mr PC has never heard of *Zorgon's Revenge* or *Xenon 1*, but we suggest that he doesn't degrade Oric software just like that.



May I just say though that I think PCG is an *excellent* magazine and is worth every single penny.

J Bowers, Chesham, Bucks

We've been reviewing almost every new Oric game we can lay our hands on. There just aren't many around. But I expect you'll enjoy this month's Screen Classic page.

Chest-beating about *Kong*

I felt I must write after reading your article 'Which Kong is King?' (March), referring specifically to the reviews of *Killer Gorilla* and *Donkey King*. The opinions of these two games by the reviewer are not only ridiculous, but outrageous.

For graphics, the marks are 9 and 6 respectively. This is crazy: the BBC graphics of its Kong are small, stick-like, and the supposedly gruesome Kong looks like a pathetic cuddly teddy bear; the Dragon version has a large fearsome gorilla, who continually beats his chest.

And so it goes on...The Dragon version has thick, juicy custard pies and an awesome bubbling furnace...*Killer Gorilla*? Well, that has small, pathetic pies with hardly any filling, and a furnace that would not even warm your hands!

The final, and biggest insult to *Donkey King* comes when one looks at the other versions and sees that Ocean's *Kong* receives nearly the same marks. I have also played this game and in comparison with *Donkey King* it is way behind, on everything.

Give us good, honest reviews throughout the *whole* of your excellent, entertaining, magazine.

Mark Connell-Smith, Essex

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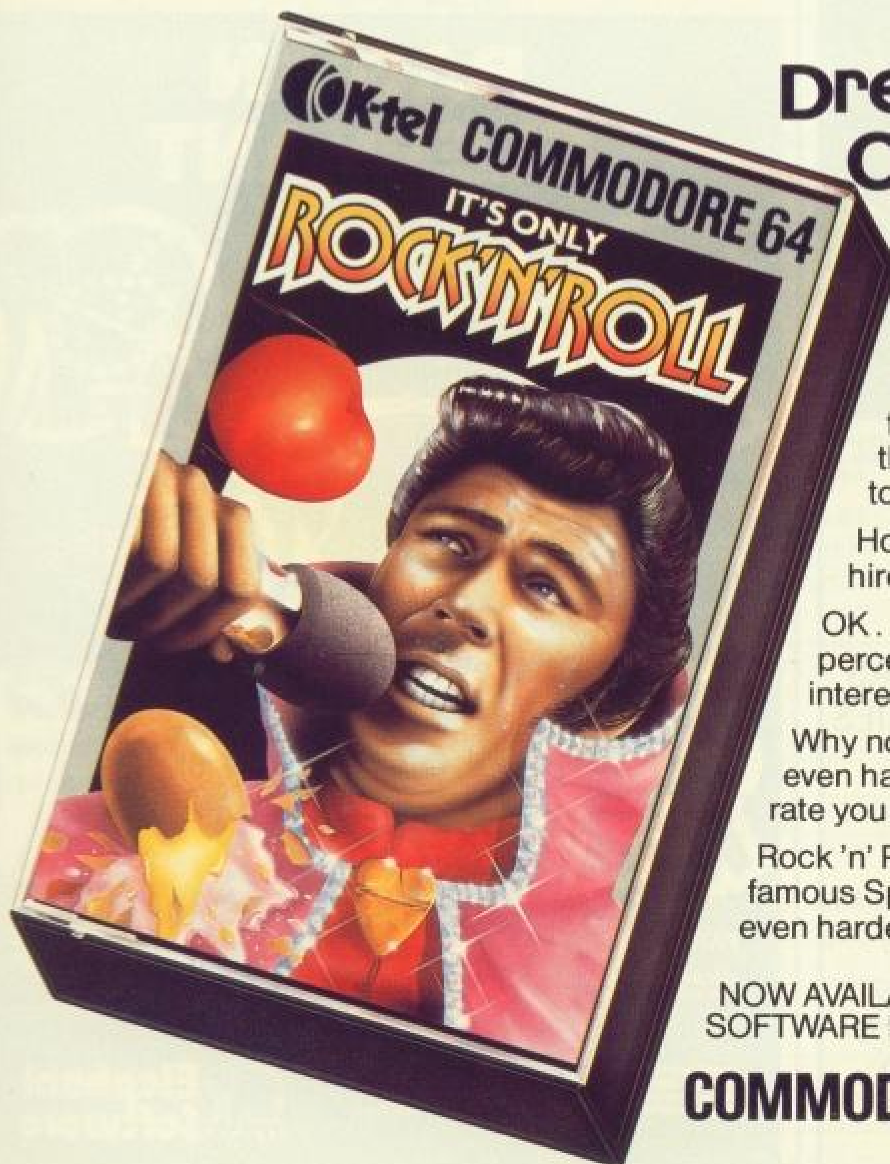
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200 CREATIVE SPARKS GAMES MUST BE WON!

Here's another amazing *Personal Computer Games* competition – and this month we're offering great double-prizes to the 100 readers who can show the brightest creative spark.

Creative Sparks just happens to be the name of a new range of games which make up this month's prizes. They're part of the Thorn-EMI computer software catalogue, and can be played on Spectrum, Vic 20, Commodore 64 and Atari computers.

Every winner will receive TWO *Creative Sparks* tapes for their machine.

How do you enter? Just look at the cartoon below. The caption is missing – and it's your task to supply one. The 100 winners will have written the 100 funniest captions.

So don't delay – use some creative spark to make us smile, write down the results, and mail them to *PCG*. For the price of a stamp, you funsters could win two games!





● RULES

1 The competition is open to anyone, except employees of VNU or Thorn-EMI and their families. 2 All entries must be written on an official entry form. 3 Entries must arrive at the PCG office by first post on April 30, 1984. 4 The 100 winners will be those whose captions are judged to be the funniest. 5 The Editor's decision is final.

● THE PRIZES

Every winner will get two games for the micro specified on the entry form.

● **SPECTRUM 48K** (cassettes worth £6.95 each) *Tower of Evil* (above). Destroy the minions of the necromancer to rescue princess Diana. *Orc Attack.* Fight back waves of orcs with rocks, swords and boiling oil.

● **VIC 20** (unexpanded; cartridges worth £9.95 each) *Mutant Herd.* Use your laser beams to stop the crazy mutants reaching your powerhouse. *Mine Madness.* Seek out the gold in a mine containing elevators, guns and monsters.

● **COMMODORE 64** (cassettes worth £7.95 each) *Slurpy.* Slurp the Glowbugs and Cave Birds, but watch out for the Widowmaker and the Red Death.
Black Hawk. Fly the deadliest plane ever created on a hair-raising bombing mission.

● **ATARI** (cassettes worth £9.95 each) *Carnival Massacre.* Protect the screaming carnival crowd from Butcher Bill and Ruthless Rick. *Orc Attack.* Fight back waves of orcs with boiling oil, swords and rocks.

● COMPETITION ENTRY FORM

(Please use block capitals)

Name ....

Address ....

.... Post Code..................

SEND TO: Thorn-EMI Competition, *Personal Computer Games*, Evelyn House, 62 Oxford Street, London W1A 2HG

My cartoon caption (max 30 words) is: ....

....

....

....

....

My computer is a (circle one only): Spectrum/Commodore 64/Vic 20/Atari

This part is nothing to do with the competition, but your answers will help us to plan future issues of *PCG*. Listed below are the contents of this (May) issue. Please rate each section on a scale between 0 and 10 according to how much you liked it (10 for brilliant, 0 for awful).

Noticeboard ___
Buzz ___
Byte-back ___
Challenge Chamber ___
Video Sportsman ___
Screen Test ___
Adventure world ___
Good Buy (inc Screen Classic) ___
Human to Human ___
Program Control Guardians ___
Writing your first game ___
Program Library ___
Puzzles ___


Tom Burton says: 'Play it cool!'

HIGH SCORES FLOOD IN

PCG's Challenge Chamber produced an exciting response from our brave, foolhardy readers. The entries received by the Chamber Master covered a wide range of games and scores.

The most awesome figures were sent in by Daniel Forbes from Essex, who claimed 72,148,510 on *Penetrator* for the Spectrum in a game lasting 14 hours. Daniel was very cagey about how to achieve such a score, merely saying 'Practice like hell and you'll succeed'. The Chamber Master was initially impressed with this score, but then he remembered that *Penetrator* has a customizing facility which allows you to alter the landscape, so he began to have his doubts. Keep practising, though, Daniel and write again when you've reached the billion mark.

The only entry received for *Dare Devil Dennis* on the BBC was also the only entry from a woman. The Chamber Master is always happy to get these. However, Marie Spilman of Whitby does not seem to be treating the Challenge Chamber with the gravity it demands. Her tip for playing the game is 'Be the girlfriend of the author!', which isn't much help to an awful lot of players. And who witnessed Marie's entry? Why, a certain Simon Pick who gives his occupation as 'Student and author of *Denis.*' Just fancy that.

Mention must be made of Paul Reed from Hull who sent in an entry for *Lunar Jetman* (139,107) accompanied by a six-page letter of tips.

Don't be discouraged if you've sent in an entry and have heard nothing. The Chamber Master has all entries in his database. He could call you at ANY time.

WHERE CAMELS

They came from the far north and the mysterious east, two brave men who had dared the Challenge Chamber. Summoned by the Chamber Master to his awesome room in the bowels of this vast building, Tom Burton and Steven Finlay acquitted themselves with great courage and skill, proving that they had the right stuff. No wallies here.

Both contestants had sent entries claiming huge scores on our February Game-of-the-Month *Revenge of the Mutant Camels.* Steven Finlay, a 19-year-old student from Kirkcaldy in Scotland, had amassed 1,021,000 in a game lasting 75 minutes. He didn't reveal much with his tip: 'Extreme luck!!!'

The other contestant was Tom Burton, 16, a schoolboy from Sweffling in Suffolk. The score on his entry was a mind-boggling 1,680,000, clocked up in a game of 110 minutes. His advice was also cryptic: 'Evolve strategies and play it cool!' Both of these high-scorers had acquired Commodore 64s after owning Vic 20s. Tom said he had got through five Vics in the space of a year all of them breaking down.

Steven is studying computing at technical college where he has to learn Cobol, a language he described as 'torture'. Nevertheless, he is now teaching himself machine code. So is Tom who has already written several games in Basic which he describes as 'all boring'.

Despite their hours of practice on *Revenge* there are still some stages that cause a look of apprehension to come over the faces of the challengers. 'The one thing I can't understand is Through Pastures Blue,' said Steven plaintively. Tom agreed that this stage was rather inscrutable but added that 'Beastly Bonanza's the worst one'.



So, at 2.12 p.m. on Tuesday, 7 March, these two masters of the micro locked joysticks and hostilities commenced.

Seated opposite each other at the Chamber's only table, the players presented attitudes of total concentration. Eyes were glued to the screen, legs planted firmly on the floor. Barely moving except for subtle movements of the joystick-hand they began their journey through the 42 screens of *Revenge's* zany action . . .

. . . 2.17 – they're both on Wacky Whackers with Steven slightly ahead on points.

. . . 2.22 – scores are neck and neck as they fight off the Aggressive Australian Alpinists.

. . . 2.27 – 100,000 up on both machines.

. . . 2.30 – silence descends on the Chamber as they wander Through Pastures Blue. Points are not important now – it's survival that counts.

. . . 2.35 – Tom takes the lead during Zapstars. 247,000 plays 214,000.

. . . 2.42 – Steven is getting through the stages quicker but is falling behind on points. Tom passes the half-million mark on More Tea Vicar.

. . . 2.59 – Tom gets the magic million and starts on his second trip through the levels: 'It's the first time I've ever got through without losing a life.'

Soon Steven has the million up – but he only has three beasts left out of the five he started with.

. . . 3.05 – Tom snatches at a cup of coffee between stages. Steven, despite an overnight journey from Scotland, refuses all stimulants.

. . . 3.12 – after an hour's play Tom loses his first beast, to those skiing kangaroos.

. . . 3.20 – there's everything to play for as Steven closes the gap. Scores are Tom on 1,280,000 with three beasts remaining, Steven on 1,140,000 with two beasts left. The atmosphere in the Chamber becomes yet more tense.

. . . 3.30 – Steven loses his penultimate beast. How long can he hold out?

. . . 3.35 – Tom's down to the last camel. Points are almost equal. Who will crack first under the enormous pressure?

. . . 3.42 – a cry of anguish signals the end of Steven's Challenge. Seconds later Tom's final animal expires. It's all over, after 90 minutes of the most intense



first great play-off between two champion vid-kids

CAN YOU BEAT 'EM?

From piles of entries received these are the biggest boasts

REVENGE OF THE MUTANT CAMELS COMMODORE 64

★ 1,680,000 Tom Burton, Sweffling, Suffolk
★ 1,021,000 Steven Finlay, Kirkcaldy, Scotland
★ 872,670 Andrew Janota, Coventry

CHUCKIE EGG SPECTRUM

★ 395,320 Alan Taylor, Aberdeen
★ 364,460 Calum McMillan, Glasgow
★ 291,880 Andrew Cousins, Hull

PYRAMID SPECTRUM

★ 127,839 Robert Scarfe, Ipswich
★ 123,540 Gary Walker, London

JET PAC VIC 20

★ 89,875 Andrew Anderson, Bath
★ 67,200 Andrew Robertson, Hull
★ 61,570 Andrew Wilson, Irvine, Scotland

HUNCHBACK SPECTRUM

★ 3,230,600 David Ritchie, Glasgow
★ 2,234,200 Martin Abbot, Dover
★ 312,600 Raju Ghei, Derby



Steven Finlay's technique: 'Luck!'

S FEAR TO TREAD

zapping ever seen in the Challenge Chamber.

Final scores:
Tom (left) 1,448,285
Steven (right) 1,420,285

An incredibly close-run thing, in which both contestants left the Chamber covered in glory.



SEND US YOUR RECORD SCORES

You too can achieve nation-wide fame by sending us your high scores on any popular game for any micro. Just fill in the form below.

But remember. You may be summoned to the Challenge Chamber to prove that your skills match up to your claim...

OK – I'll dare the Challenge Chamber

Name ....
Address ....
Telephone no. (if possible) ....
Game .... Machine ....
My record score is: .... scored on (date) ....
in a game lasting ...... mins ...... secs.
Signed ....
Here are my tips for playing this game well.
....

(This portion to be filled in by witness)

Name ....
Address ....
Telephone no. (if possible) ....
Occupation ....
I confirm that the above claimed score is genuine.
Signed ....

Post this form to Challenge Chamber, Personal Computer Games, Evelyn House, 62 Oxford Street, London W1A 2HG.

Want to be a demon driver? Or a golfing wizard? Or a master of th

THE VIDEO S

MOTOR RACING

The family will gasp in awe as you hurtle round the track, defying death at every bend and only occasionally have to be scraped off a billboard. Peter Connor enjoys the best of micro motor racing

The trouble with motor racing is that it's far too dangerous. It's all very well driving round Silverstone at 200 mph looking forward to a bottle of champagne and a kiss from a beautiful blonde, but what happens if you crash? Most likely third-degree burns and three months in traction. And that's if you're lucky.

Such risks can be avoided, without losing too much of the excitement, by the simple trick of putting a racing simulation on your home computer. And there's no need to buy expensive cars or get oil all over your hands.

But which team do you want to drive for? On the Spectrum, racing correspondents think that Psion's *Chequered Flag* is the one to watch.

Powerful

This is a powerful program for the 48K model with many excellent features.

You're given a choice of ten tracks, some real and some imaginary. Three cars are available, two with manual gears and one, the McFaster Special, automatic.

It is advisable for the novice to use the McFaster, since one of the difficulties with this program is the number of keys you have to manipulate.

Chequered Flag's graphics are quite superb. The screen displays the dashboard and bonnet of the car. Ahead of you stretches the road, jet black against the rich green of the fields.

Steering around the dog-legs of Brands Hatch or the tight bends of Monaco takes time to master, especially if the road is covered with oil, water, glass or even rocks. Once you get up some speed you must keep a close eye on the instruments or you could be forced to pull into the pits because of over-heating.

Even the sound is almost convincing in this enthralling Spectrum game.

Entertaining

In *Chequered Flag* it's just you and the car against the track and the clock. *Road Racer*, from Thorn-EMI, is the other kind of motor racing program, in which you have to overtake other cars.

This is only a 16K program, so it's not surprising that it isn't quite as impressive as Psion's. But it's still good value and an entertaining game. The graphics are good with a blue mountain range forming a backdrop to the black track. The cars themselves come in a variety of primary colours.

The object is simply to pass as many cars as possible. Here too you must watch the instruments for imminent over-heating. Although the game is fun, there is not really enough variety in the track to hold the players attention for very long.

Salamander's *Grand Prix* for the Dragon is unlikely to have you trembling with excitement. In fact, there's a good chance you'll fall asleep at the wheel. In this game for one or two players the 'cars' are merely minute black dots. It's more like racing fleas than motor-cars.

There's a choice of tracks, but it doesn't do any good. The two-player game is only marginally less tedious.

Microdeal's *Morocco Grand Prix* is a better bet for the car crazy Dragon owner. Here you view the track from above. You bring you own car on to it from the side and try to overtake as many rival cars as possible. The screen scrolls down, unfortunately giving you the impression that all the other cars are going backwards. But the graphics are otherwise quite good and the sound gives a tolerable imitation of a crashing noise. It's by no means a great program, but when you compare it with the opposition...

Exciting

Le Mans, on the Commodore 64, takes its name from the famous 24-hour race in France. On the computer game you also have to drive by night as well as by day.

The track is seen from above and, as usual, you must pass as many cars as possible. Although there are no bends on this track there are plenty of chicanes and obstacles. Night driving is exciting; the screen goes dark and you see only the tail lights of cars in front.

Le Mans' graphics are strong and the sound features excellent acceleration and overtaking noises.

Unrivalled

Pole Position, for Atari computers, is unrivalled in micro motor racing, both in quality and price. It has essentially the same graphics as the arcade game, which means that they are superb: blue skies, snow-capped mountains and excellent cars with spinning wheels. The sound is a deafening roar of engines as you hurtle around your choice of the four tracks.

In almost every respect *Pole Position* is superior to other micro racing games. But when you pause to consider the price – £29.95 – you realise that it ought to be the best. If it weren't, you might justifiably ask for your money back.

Of the other programs considered both *Chequered Flag* and *Le Mans* stand out for the quality of their graphics and their lasting interest.





the lig break? We load up the motor race, golf and pool simulations

SPORTSMAN

GAME: ROAD RACER (THORN-EMI)	
MACHINE: SPECTRUM 16/48K	
JOYSTICK: OPTIONAL	£6.95
OVERALL RATING	5

GAME: GRAND PRIX (SALAMANDER)	
MACHINE: DRAGON	
JOYSTICK: NECESSARY	£7.95
OVERALL RATING	2

GAME: MOROCCO GRAND PRIX	
MACHINE: DRAGON 32 (MICRODEAL)	
JOYSTICK: NECESSARY	£8.00
OVERALL RATING	5

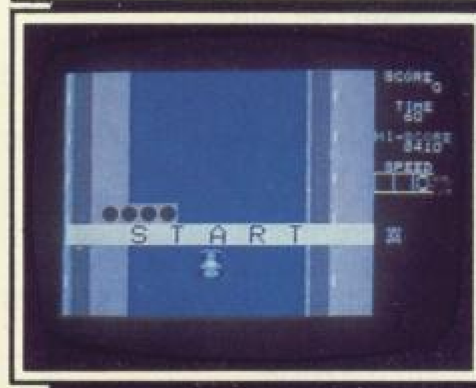
GAME: LE MANS (COMMODORE)	
MACHINE: COMMODORE 64	
JOYSTICK: PADDLE ONLY	£9.99
OVERALL RATING	7

GAME: CHEQUERED FLAG (PSION)	
MACHINE: SPECTRUM 48K	
JOYSTICK: NO	£6.95
OVERALL RATING	8

GAME: POLE POSITION (ATARI)	
MACHINE: ATARI 400, 600, XL	
JOYSTICK: NECESSARY	£29.95
OVERALL RATING	9







Clockwise: Psion's *Chequered Flag*, Commodore's *Le Mans* and Atari's *Pole Position*.

GOLF

Drive, chip and putt – without so much as a practice swing. Steve Cooke says which golf games are up to par

Golf isn't exactly the most strenuous of sports, but if you're too lazy to venture out into the great outdoors, you can now play a brisk 18 holes from the comfort of your armchair as you gaze into your micro's monitor. In a recent series of tournaments, held in the PCG offices, the results were as follows. First, the Spectrum Open, played in fine weather with challenging performances from six contenders. First prize in this competition went to Abrasco for their well-presented game *Golf* played in gusting winds over nine holes. They even managed to cram their performance into 16K, giving them an edge over CRL, who were narrowly beaten into second place.

Abrasco's *Golf* has bold, clear graphics and a good choice of clubs. Information concerning your score and par is clearly displayed on the screen at all times. This program is also available on the Commodore 64.

Leisurely

CRL's *Handicap Golf* boasted animated 3D graphics, which do add some interest to the presentation of the game, but not to the actual playing. A nice choice of clubs were available to see you through 18 holes, but the action was perhaps slightly too leisurely, and the ball occasionally difficult to see. ▶



DK'tronics struggled into third place with acceptable graphics, a reasonable choice of clubs, and up to 18 holes. Honourable mention must also be given to R&R for a very simple 16K game that changes hands for only £3.75. However this program doesn't offer you a choice of clubs.

Other contenders in the Spectrum Open included Virgin and Lyversoft. Virgin do versions for both 16K and 48K machines, but the graphics are poor and the presentation unimpressive. Lyversoft's was much more credible, though it was impossible to see the ball in flight – it just appeared somewhere as if by magic. This would be the equivalent of a real golfer teeing off with eyes shut, and trying to spot the ball after it had come to rest!

GAME	PRICE	MACHINE	OVERALL RATING
ORIC GOLF (R&R)	£5.95	ORIC 48K	4
GOLF (SALAMANDER)	£7.95	DRAGON	5
GOLF (LYVERSOFT)	£5.95	SPECTRUM 48K	5
BIRDIE BARRAGE	£7.95	BBC (COMPUTASOLVE)	4
SUPERGOLF (SQUIRREL)	£7.50	BBC OR ELECTRON	6
GOLF (R&R)	£3.75	SPECTRUM 16/48K	4
GOLF (DK'TRONICS)	£4.95	SPECTRUM 48K	5
TEE-OFF (DRAGON DATA)	£7.95	DRAGON	4
GOLF (VIRGIN)	£7.95	SPECTRUM 16/48K	4
HANDICAP GOLF (CRL)	£5.95	SPECTRUM 48K	6
GOLF (ABRASCO)	£6.95	SPECTRUM 16/48K	7

How golf games work

Most golf games give the player an aerial view of each hole, with a close-up shot of the green to help accurate putting. First you select your club and then you input the direction of your shot using either a clock-face (or in some programs the points of the compass) as a reference. You then choose how hard you want to hit the ball.

Choice of clubs usually includes one or two woods, up to nine irons, and in some games a wedge or sand-iron. The distance the ball travels depends on the strength (usually input on a scale 0-100) and of course your choice of club.

***Supergolf*, from Squirrel Software, has a different angle of view (see screen shot). You don't input a direction (which is chosen automatically) but you have to be very careful in your choice of clubs if you are going to clear the obstacles.**

Oric owners can also potter round either a nine- or 18-hole course with a version of R&R's game converted for their machine. Unfortunately they'll have to pay rather more for it. No choice of clubs severely limits the interest of this game.

Top to bottom: Squirrel's *Supergolf*, CRL's *Handicap Golf* and Abrasco's *Golf*.







Teams competing in the BBC Masters included *Birdie Barrage* from Computasolve and *Supergolf* from Squirrel Software.

Supergolf departs from the usual format by displaying the course from a different angle (see screen shot). Instead of choosing the direction of your shot, you have to choose your clubs carefully to put the ball on the right trajectory.

The graphics on *Supergolf* were simple but very well done. Getting out of the bunker involves chucking a lot of sand about, and there are some nice splashes in the water hazards. The game is also available on the Electron.

Chunky

Birdie Barrage took second place with the usual display format, rather chunky graphics, and garish colours. It doesn't tell you how many shots you've had on a particular hole until you've finished but putting is given an added twist by varying conditions of the green.

If you're a Dragon owner, then *Tee-Off* from Dragon Data tries to capture the realism of the game with a small animated figure. He walks slowly and jerkily about the screen, poking his (unidentifiable) club at the ball. You need a joystick to play, and pressing the button makes the player swing his club and, you hope, hit the ball in the right direction.

Tee-Off is a brave attempt but you can't choose clubs, and after the novelty has worn off the limitations of the game cause one to lose interest. For a more conventional (and more interesting) game on the Dragon try Salamander's *Golf*, which uses the Stableford scoring system and accepts 2-4 players.

POOL

Move over Steve Davis. Peter 'Hurricane' Connor gives a break-down of the green baize micro games

If you sincerely want to misspend your youth, snooker is still the best way to do it. But you no longer need to spend endless days in smoke-filled halls where the only sounds are of cues being chalked and criminal acts being planned. The miracle of modern technology means that now you can break the pack, sink a red, screw back for a colour, come off the cushion for another red and go on to make a 147 break – all in the comfort of that well-used armchair in front of your computer.

Visions produce *Snooker* for five different micros: BBC, Electron, Spectrum, Commodore 64 and Vic 20.

On the BBC the game is one of the best versions available. The graphics are superb, with a brilliant green table and blue cushions. All the colours are clearly distinguishable, from yellow



through to pink – the only version I've seen where this is so.

Realistic

Your shot is controlled by moving a cross to the point on the object ball you want to hit, thus giving a high degree of accuracy. Strength of shot is easy to change and it's also possible to put spin on the ball. The behaviour of the balls is most realistic and the sound nicely mimics the familiar click of ivory on ivory.

You can't expect the same quality on the Vic 20, which is a good thing, because you don't get it. Visions' *Snooker*, for 3K expansion, bears little resemblance to the BBC version. It has nearly all the same features, but is not as sophisticated.

Rather than a cross you have a tiny black dot to position the cue. This is sometimes lost either against the table or one of the balls. The graphics are slightly unclear and the green of the baize is too vibrant.

Not everyone, though, wants to play snooker. Some people find the large table intimidating. Those with poor eyesight can't see the balls, let alone hit them. Pool, played on a smaller table with fewer balls, is a more suitable game.

Since pool, like snooker, is played on a table covered with green baize it seems to be exactly the right kind of game for the Dragon, whose screen display is greener than the grass on the proverbial other side.

Clear

Microdeal's *Eight Ball*, for the Dragon, is one of the better pool games around. The Dragon's green is just the job here. The display is very clear, with red striped balls and blue solids.

Sighting before you make your shot is particularly good in this version: a solid line from the ball indicates your cue position while a flashing line shows the path the cue-ball will take. This makes it easier to hit the object than in the real thing.

Another excellent feature is that the player can put spin on the cue-ball. This is done by positioning a spot on a ball displayed above the table. The computer then simulates the cue-ball striking the target ball with whatever spin – top, back or side – you've selected.

This means that you have a high degree of control over your game. The balls move very realistically when struck and the sound is almost the same as the real thing.

Abrasco's *Pool*, for the 48K Spectrum, is not really in the same class. Although the graphics are reasonable the balls have a jerky, creeping motion reminiscent of ants on the move.

Aiming, too, is strange. You move a circle round the cushion using the cursor keys but must place it 'in the direction from which you want to hit the ball'. Admittedly, this is the way you do it in the real game, but on the screen it can make things very awkward.

The program doesn't allow you to apply spin, but it does register fouls. Also included is a facility for up to eight people to play in a league.

The ragtime theme music from the film 'The Sting' introduces CDS's *Pool* for the 16 or 48K Spectrum. In this version there are only seven balls on the table, the cue-ball, three red and three blue. The graphics are clear and colourful and again your shot is aimed by moving the cursor round the cushion. Unfortunately there is no spin facility and the program does not register fouls. But for those with only 16K machines it's not a bad buy.

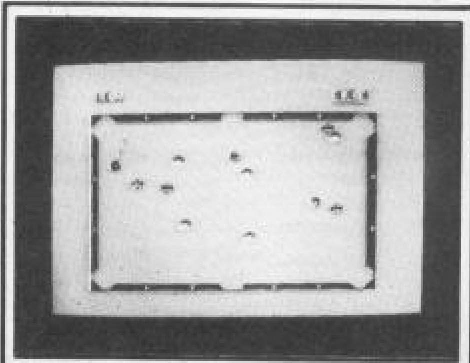
Zany

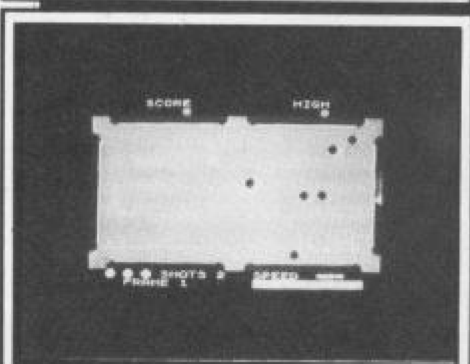
Billiards is traditionally thought of as a more gentlemanly game than snooker or pool. You play it after a superb dinner to the accompaniment of brandy and cigars. Dinner jackets are worn.

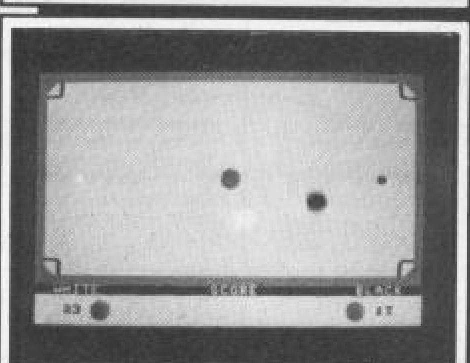
Romik's *Pottit*, for the Commodore 64, is a zany and aggressive version, for two players, of this formerly peaceful game. If you can imagine two people trying to play billiards at the same time you will get something of the flavour of the game.

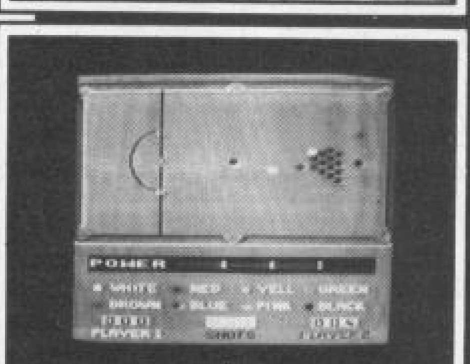
On the table there are three balls: black, white and red. Using joysticks the players control a ball each and try to pot the white. It's great fun as the players jockey for position and frantically try to manoeuvre their balls. Romik wisely advise players that 'bending the joysticks will not make the balls go any faster.'

Top to bottom: Microdeal's *Eight Ball* CDS's *Pool*, Romik's *Pottit* and Vision's BBC *Snooker*.









Innovations

So whither snooker simulations? How will this game develop in future micro incarnations? A way forward is pointed out by a feature of Microdeal's *Eight Ball*. The ball is sometimes struck before you've released the fire-button on your stick. 'This', says the blurb, 'is a random selection designed to simulate the player mis-hitting the cue-ball.'

There's clearly great potential here: beer spilled on the table, fights over whose turn it is or even 'game over due to cue ripping the cloth.' Fortunately we'll have to wait some time for these innovations to be programmed into commercially available software! ●

GAME: EIGHT BALL (MICRODEAL)	£8.00
MACHINE: DRAGON 32	
JOYSTICK: NECESSARY	
OVERALL RATING	8

GAME: POOL (ABRASCO)	£6.95
MACHINE: SPECTRUM 48K	
JOYSTICK: NO	
OVERALL RATING	4

GAME: POOL (CDS)	£5.95
MACHINE: SPECTRUM 16/48K	
JOYSTICK: NO	
OVERALL RATING	6

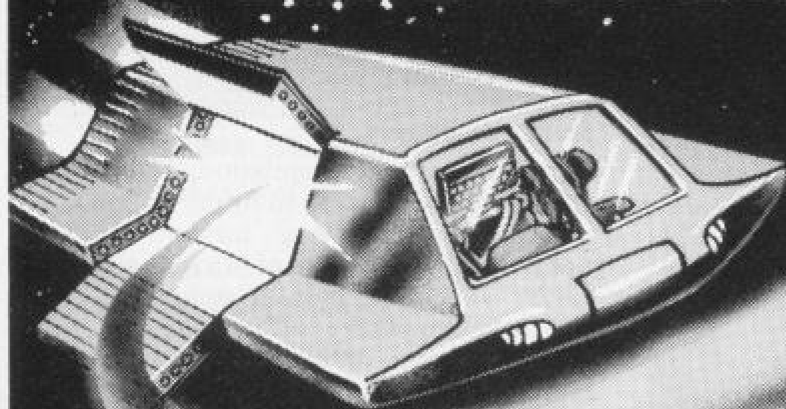
GAME: POTTIT (ROMIK)	£6.99
MACHINE: COMMODORE 64	
JOYSTICK: NECESSARY	
OVERALL RATING	6

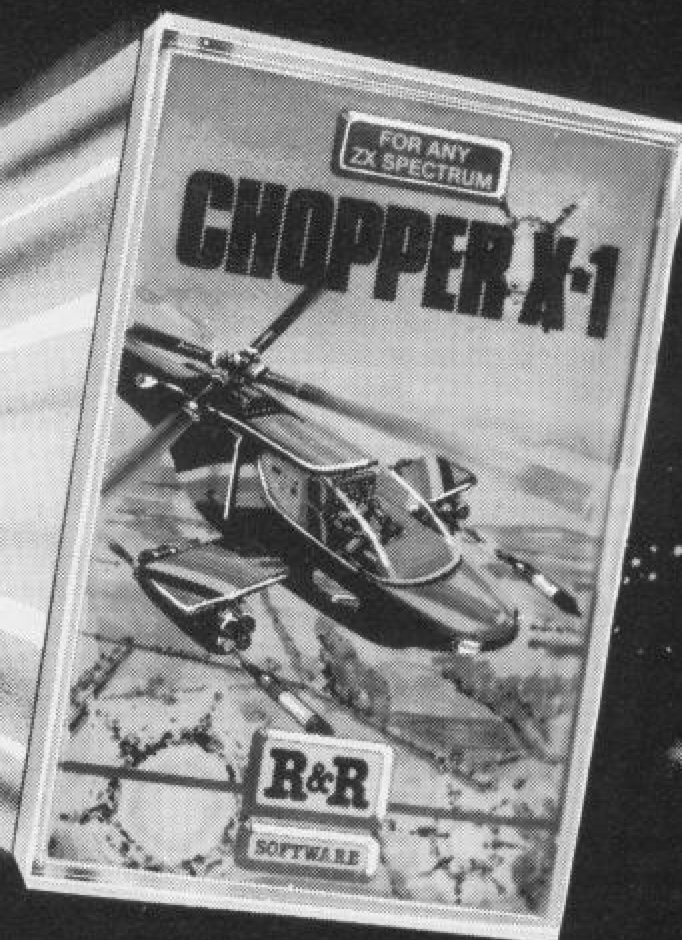
GAME: SNOOKER (VISIONS)	£8.95
MACHINE: BBC	
JOYSTICK: OPTIONAL	
OVERALL RATING	7

GAME: SNOOKER (VISIONS)	£8.95
MACHINE: VIC 20 + 3K	
JOYSTICK: OPTIONAL	
OVERALL RATING	5

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R.R.P. **£3.75**

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(For any ZX Spectrum)

The ''famous'' arcade maze game with fast machine code action, excellent graphics, colour and sound. Eat-up all the dots before the Ghosts eat you, or beat them to an energy pill which will allow you to eat them! Hours of addictive fun with on-screen scoring and high-score tape-save capability for just . . .

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(For 48K Spectrum only)

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Your guide to the best of the month's releases starts here

MANIC MATTHEW DOES IT AGAIN!

The highlight of this month's sizzling Screen Test is Game-of-the-Month *Jet Set Willy*, Matthew Smith's follow-up to the incredibly successful *Manic Miner*.

Spectrum owners are also in for exciting 3D action with two new hits from Digital Integration and Micromega. Great original games for the Commodore 64 continue to pour out – three in particular have won our accolades this month. But Vic 20 owners haven't been forgotten. *Bongo* is a terrific new game for 16K.

And after something of a lull, some impressive games are being released for the BBC, with *Ghouls* from Program Power being the most enjoyable.

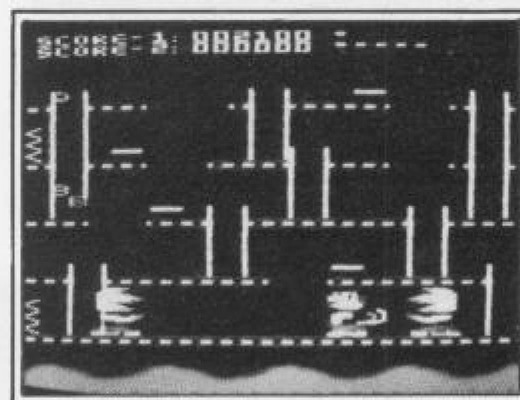
One change you'll notice in this month's Screen Test is that there are few adventure games reviewed. This is because we've created an entirely new section for adventure lovers starting on page 98.

This month's expert panel of reviewers consists of Steve Mann, Leslie Allan, Peter Connor, Steve Cooke, Chris Anderson, Stuart N Cooke, Rod George and David Janda. All ratings are out of 10.

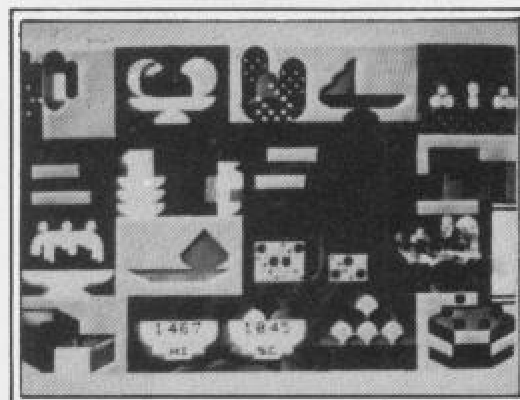




● JET SET WILLY



● BONGO



● CAESAR THE CAT

GAME: THE MINE
MACHINE: BBC
JOYSTICK: OPTIONAL
SUPPLIER: PROGRAM POWER
PRICE: £7.95

This is an arcade-quality version of the arcade game *Dig-Dug* and will appeal to those with a yen for the subterranean. Your mission: 'To tunnel through the strata deep beneath the earth's crust in search of buried treasure'.

Naturally, it's not just a question of getting your spade out and digging a hole. There are evil monsters down there in the bowels of the earth, all intent on keeping you poor.

There are giant man-eating tomatoes and green fire-spitting dragons, all of them in their own tunnels. When they fancy a change of scenery they transform themselves into ghosts and go roaming around the screen. At this time they are at their most dangerous, as they are very erratic and pretty quick.

Your man tunnels through the earth trying to get the moneybags. For protection against the monsters he has a neutralizer: this emits a squiggly line which takes a couple of seconds to shrink his enemies to nothingness.

The problem with this weapon is that

GAME: 3D SPACE RANGER
MACHINE: BBC
JOYSTICK: OPTIONAL
SUPPLIER: MICROBYTE
PRICE: £7.95

As you hyperwarp through deep space this game gives you the real 3D experience. And there's no need to wear special glasses.

You are entrusted with an important task – 'to locate and destroy the Android Death Star which is approaching the Federation sector.' On your way you meet many frightening hazards.

The game begins with your craft blasting through space. The ship is one of the best graphic features of the program; a delta-shaped rocket with twin boosters burning from the back.

The first hazard? Deep Space Saucers, red and white aliens which zoom at you from front and back. They aren't terribly difficult to shoot, but they do bring out a problem which this game shares with many other 3D programs – it's not always easy to realise just where you are in relation to your attackers when you want to act.

Asteroids are the next little problem as they fill the screen and try to swamp you. They are difficult to shoot and even

GAME: JCB DIGGER
MACHINE: BBC
JOYSTICK: OPTIONAL
SUPPLIER: ACORNSOFT
PRICE: £6.95

All the fun of the building-site without any of the filth is the attraction of *JCB Digger*, by Acornsoft in conjunction with the manufacturers of the famous earth-moving machine.

The game has certain elements which will be familiar to those who have played *Space Panic* or *Pac-Man*. In your role of fun-loving navvy you have to dig holes in which to trap the Meanies roaming your island paradise.

These monsters seem to have come from Acornsoft's central casting department. They're just bouncing blobs with eyes and mouths.

If you don't get them, they will eject you from the cab and drive off with your digger.

If digging holes is not to your taste then an alternative method of extermination is to scoop the Meanies up in the shovel and deposit them in the sea surrounding the island.

Bonuses can be scored by clearing the island of patches of grass, swamp or rock with the shovel. However, this

GAME: NEMESIS
MACHINE: BBC
JOYSTICK: OPTIONAL
SUPPLIER: PROGRAM POWER
PRICE: £7.95

The blurb for this game might lead you to expect a stellar megazap: 'From the depths of space come Earth's deadliest adversaries: the Vogans'. 'Oh no! Not the Vogans!' you cry.

Well, there's no need to be too alarmed, for *Nemesis* is in fact another version of *Centipede* – but a very good one, with superb graphics and sound.

In keeping with the spaced-out scenario you face nothing so mundane as spiders or bugs. Instead, you have to look out for 'Chargers, Crawlers and Crushers' and beware of 'radioactive rocks and falling biospheres'.

Strangely enough, these creatures bear a remarkable resemblance to certain beasts which creep upon the earth. Crushers are large blue spiders with rolling eyes and wiggling antennae. They bounce along the bottom of the screen in a way that will be familiar to *Centipede* fans.

Crawlers are yellow bugs which creep down the screen while Chargers are green with yellow pincers and come shuddering down from level 2.

Asteroids, rather than mushrooms, fill the screen at the beginning of the game.

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GAME: GHOULS
MACHINE: BBC MODEL B
JOYSTICK: NO
SUPPLIER: PROGRAM POWER
PRICE: £7.95

It's dinner time for the *Ghouls* in the Spectre's Lair – and you're on the menu!

There are four screens to this great new game for the BBC micro. In each screen you must make your way from the bottom of the screen to the top, collecting coins and swallowing the occasional power pill.

Being an athletic little graphics shape, you can leap from platform to platform, but all sorts of hazards await you. The floors are littered with spikes and joined only by moving platforms that can send you tumbling to your doom.

And if all that wasn't enough, there's the Ghoul patrolling the screen, sinking through the floors, its only interest being to deprive you of life and limb.

Yon Ghoul's dismal expression twists into a smile every time you bite the dust, and its approach is heralded by a mounting crescendo of ghostly music. You can get rid of him for a few moments by swallowing a power pill.

Ghouls is one of Program Power's best games yet. It's excellently presented, with easy control keys and brilliant graphics.

Some impressive sound effects accompany the action, and each time you reach the top of the screen you are rewarded with a tune. Music also plays while the program loads, but you can turn the sound off at any time. Every time you lose one of your four lives, the screen wipes and the display is rebuilt in a very impressive manner. There's a time limit on each screen, and the faster you complete it, the larger your bonus.

Ghouls is similar to a number of other programs on the market, but excellent graphics, exciting sound and fast action make this a cut above the rest.

SC

GRAPHICS	8
SOUND	7
ORIGINALITY	4
LASTING INTEREST	9
OVERALL	8



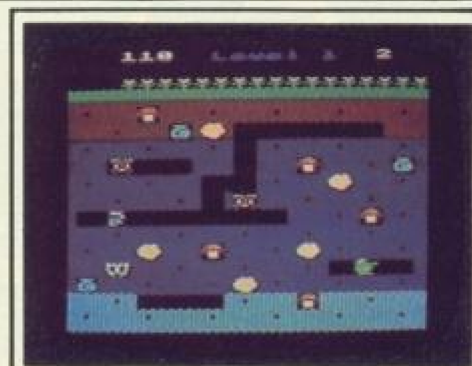
BBC • BBC • BBC • BBC

it will only fire when you are moving sideways. So if you're travelling up or down and meet a hungry tomato or a heavily breathing dragon – it's curtains.

The game also has a time limit within which you must kill all the monsters before moving on to the next level. The yellow flowers at the top (daffodils perhaps) wilt as your time runs out.

The screen display is very pleasant with four layers in different colours. The other graphics are also good – the dragons are particularly well-executed. The sound adds to the atmosphere with chugging and digging noises. **PC**

GRAPHICS	8
SOUND	6
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	7



more difficult to avoid.

At this stage you will probably get many opportunities to admire the graphical representation of your ship exploding into a burst of yellow and blue fragments.

Further hazards include space fighters, more asteroids and long-legged aliens guarding the 'Trench' which is your ultimate destination.

3D Space Ranger is very good value for its 3D effect and graphics, but may not have enough variety to hold your interest for a long time. **PC**

GRAPHICS	7
SOUND	7
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	6



must be done with care as these areas provide protection; lower forms of Meanie life cannot cross them.

As you progress through the levels – with different colours indicating increased nastiness – the Meanies become more adventurous and learn to cross these areas.

JCB Digger is a nice idea but isn't executed with the sophistication we have come to expect from Acornsoft. The monsters are too familiar, the scrolling is far from smooth and there is an unpleasant flicker to the graphics. **PC**

GRAPHICS	6
SOUND	5
ORIGINALITY	8
LASTING INTEREST	6
OVERALL	6

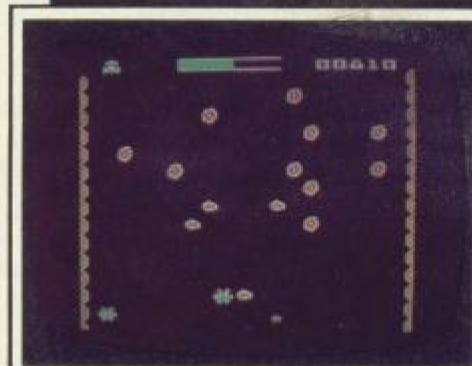


They are white with a yellow centre, a bit like something you might find in a box of chocolates. But there are no soft centres. Each one must be hit twice, and on the second shot they descend as deadly red bombs.

Firing is not very quick – you can only have one missile in the air at any time. So it's important to be accurate and to use your mobility to the best effect.

The graphics in *Nemesis* are of arcade quality, both smooth and colourful. The sound too is satisfying with shoot-'em-up splats and zaps. But I must say that I don't quite see the relevance of 'The Teddy Bears' Picnic' which plays loud and long during the introduction. **PC**

GRAPHICS	8
SOUND	8
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	6



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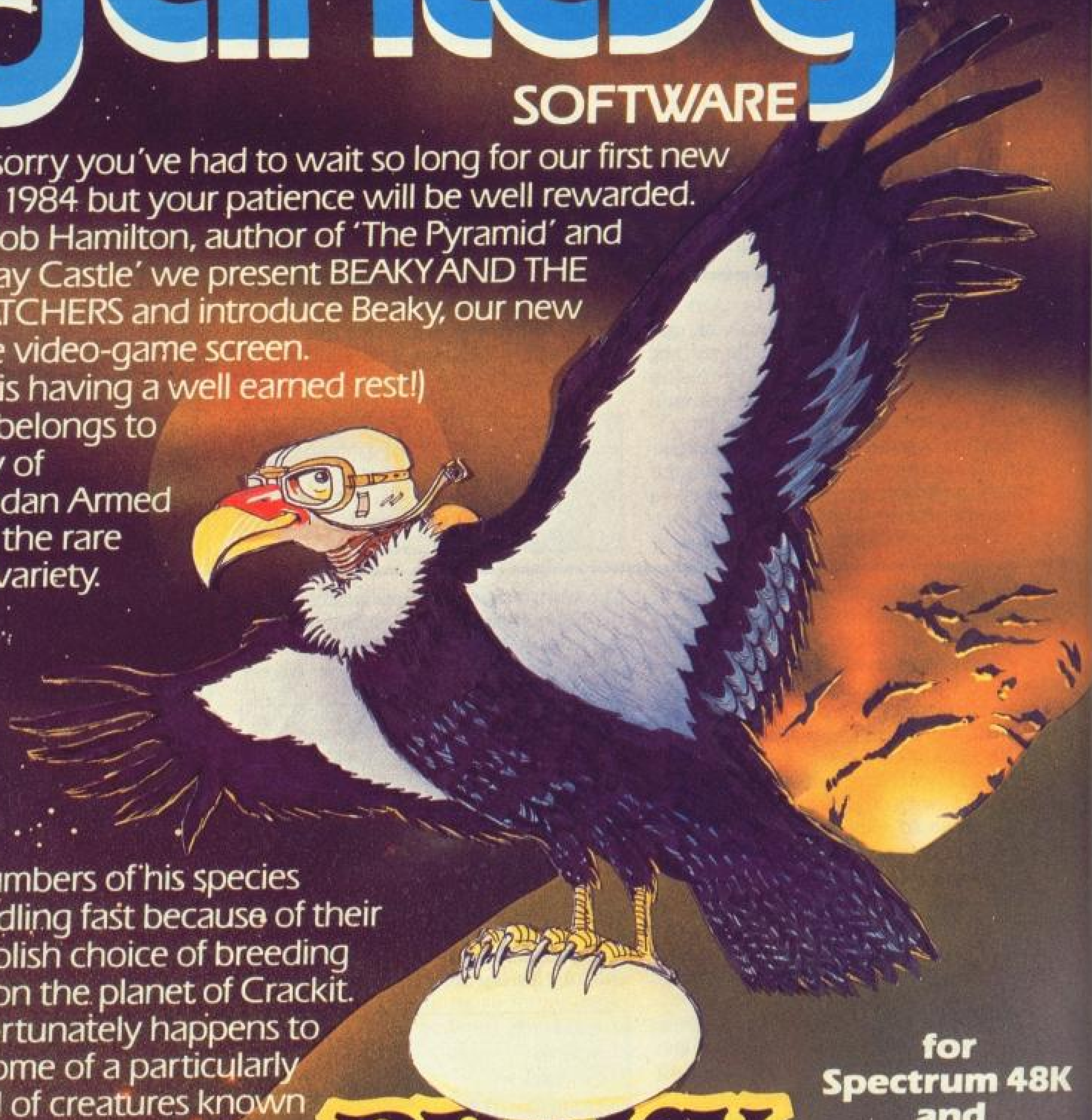
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Beaky belongs to the family of Andromedan Armed Condors, the rare goggled variety.



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GAME: PENGWYN
MACHINE: BBC MODEL B, ELECTRON
JOYSTICK: NO
SUPPLIER: POSTERN
PRICE: £6.95



GRAPHICS	7
SOUND	5
ORIGINALITY	2
LASTING INTEREST	5
OVERALL	6

You find all manner of creatures in the arcades these days. I suppose penguins were bound to make it sooner or later. Now they've come home to roost in your Acorn computer.

The BBC and Electron versions are identical, and both come on the same cassette. This is something of an advantage for BBC owners. When you get tired of the BBC version, you load up the Electron version, which runs at breakneck speed on the Beeb. Try getting a high score on that!

The idea of this game, in case you're not familiar with life in the Antarctic, is simple. A penguin has to improve his living conditions by getting some boxes in a line. His task is complicated by blocks of ice and a couple of penguinivorous Pac-people.

The monsters chase the bird about the screen, and you can only get rid of them (temporarily) by pushing blocks of ice on to them.

The bird can melt blocks of ice if they're in the way, but otherwise he just has to shove and push to get things into the shape he wants.

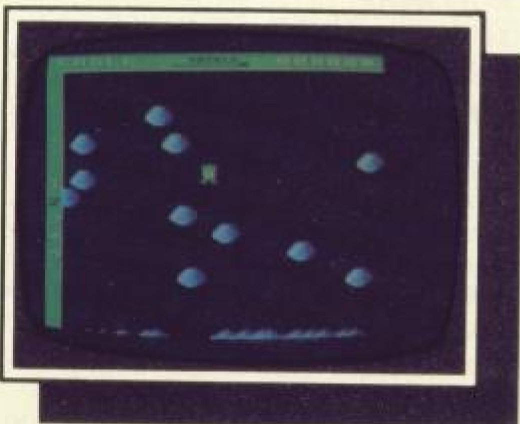
Melting the ice can be dangerous, because the monsters have the annoying habit of hiding inside the blocks and leaping out at you.

The monsters in Postern's game are intelligent and very aggressive. There are two to start with, and more turn up as the game progresses.

One important omission is that, unlike most versions of *Pengy*, you can't stun the monsters by electrifying the maze's outer walls. This considerably cuts down your strategy options.

Despite this, good graphics and challenging play make *Pengwyn* an enjoyable version of *Pengy* for stay-at-home arcade freaks. **SC**

GAME: EAGLE
MACHINE: BBC MODEL B
JOYSTICK: NO
SUPPLIER: SALAMANDER
PRICE: £7.95



GRAPHICS	7
SOUND	5
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

The Eagle has landed. Well, almost... its shields ran out during the fourth screen, it blundered into a Magnetic Anomaly Mine, and exploded. Ah well...

Just in case you hadn't guessed, this is a very popular version of the old *Lunar Lander* program.

You guide the Eagle from the top of the screen to the bottom, shifting it left and right with the 'Z' and 'X' keys, and using the thrust key ('Return') to slow its descent, or move upwards.

In this version, however, there are no less than 20 screens to negotiate. In each screen you must collect four Iridium pods for bonus points and a slight increase in shield power.

Your shields are essential to avoid damage on collision with the numerous hazards, which range from asteroids and laser forcefields to the aforementioned Magnetic Anomaly Mines.

Negotiating the caverns is also tricky. You can always use your shields, but shield power is strictly limited and extreme care is the best policy.

The graphics and sound are good, and every time you play the game the layout of each screen changes.

This game requires patience and perseverance, and should give Beeb owners many happy landings. **SC**

GAME: EMPIRE
MACHINE: BBC MODEL B
JOYSTICK: NO
SUPPLIER: SHARDS SOFTWARE
PRICE: £6.95



GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

This game has its roots in the old board game *Risk*, in which you try to take over the world.

The display flashes up a map of mother Earth, and invites you to choose which territories you would like to occupy before the game begins.

Once you've selected your allotted share the remainder of the planet is divided between the evil Beeb Empire and neutral powers.

You then take it in turns to attack other territories and (you hope) subdue them. Victory increases your firepower.

There are eight levels of play. Choosing the highest level gives the Beeb Empire a decided advantage and you have to plan your offensives carefully.

Choose the lowest level and you can take over the entire planet in a few minutes. Recommended for strategists and megalomaniacs only. **SC**

GAME: STAR TRADER
MACHINE: BBC
JOYSTICK: NO
SUPPLIER: FIRST BYTE
PRICE: £7.95

A version of those games where young tycoons and tyrants are trained in the outer reaches of the galaxy.

Moving the cursor you select a planet, conquer it, exploit it and move on to another. Actually, rather dull. **PC**

GRAPHICS	3
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3



GAME: CHESS
MACHINE: ELECTRON
JOYSTICK: NO
SUPPLIER: PROGRAM POWER
PRICE: £7.95

This is a well-presented chess program with most of the features you would expect to find on programs for more expensive machines.

The display is very crisp and easy on the eyes; red and green squares with black and white pieces.

If this is not to your liking, there is a facility which allows you to play around with the colour combination until you find something suitably soothing.

You can play against the computer, let the computer play against itself or even play humanoid against humanoid.

There are nine levels of play. At the

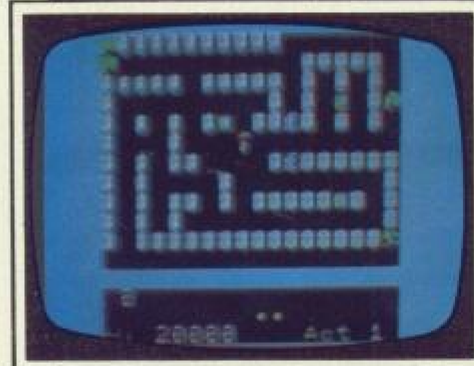


GAME: PEDES AND MUTANTS
MACHINE: VIC 20 UNEXPANDED
JOYSTICK: OPTIONAL
SUPPLIER: ROMIK
PRICE: £6.99

The first part of this shoot-'em-up, in which you encounter the Pedes, is a kind of upside-down *Centipede:* the creatures move up towards you. Other opponents are ants and fleas and rocks: some to be avoided, some killed.

Colourful and noisy, it's hard to tell what to kill and what to avoid. **PC**

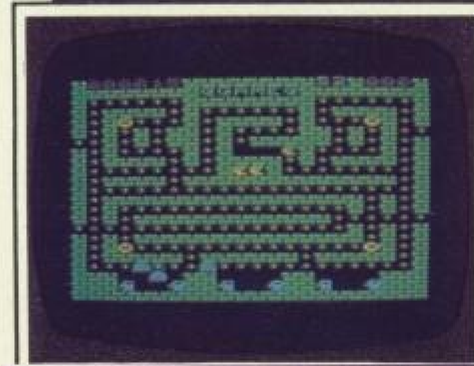
GRAPHICS	6
SOUND	6
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	5



GAME: CHOC-A-BLOCK
MACHINE: VIC 20 8/16K
JOYSTICK: OPTIONAL
SUPPLIER: PARAMOUNT
PRICE: £6.50

A variant of the *Pengy* game set in the USA's Deep South. You rush around the maze trying to avoid the 'Chocbeez' which have an unpleasant tendency to hatch out of the 'Choc eggs'. If one of the blocks which make up the maze is free on two sides you can crush your opponents to death. **PC**

GRAPHICS	6
SOUND	6
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5



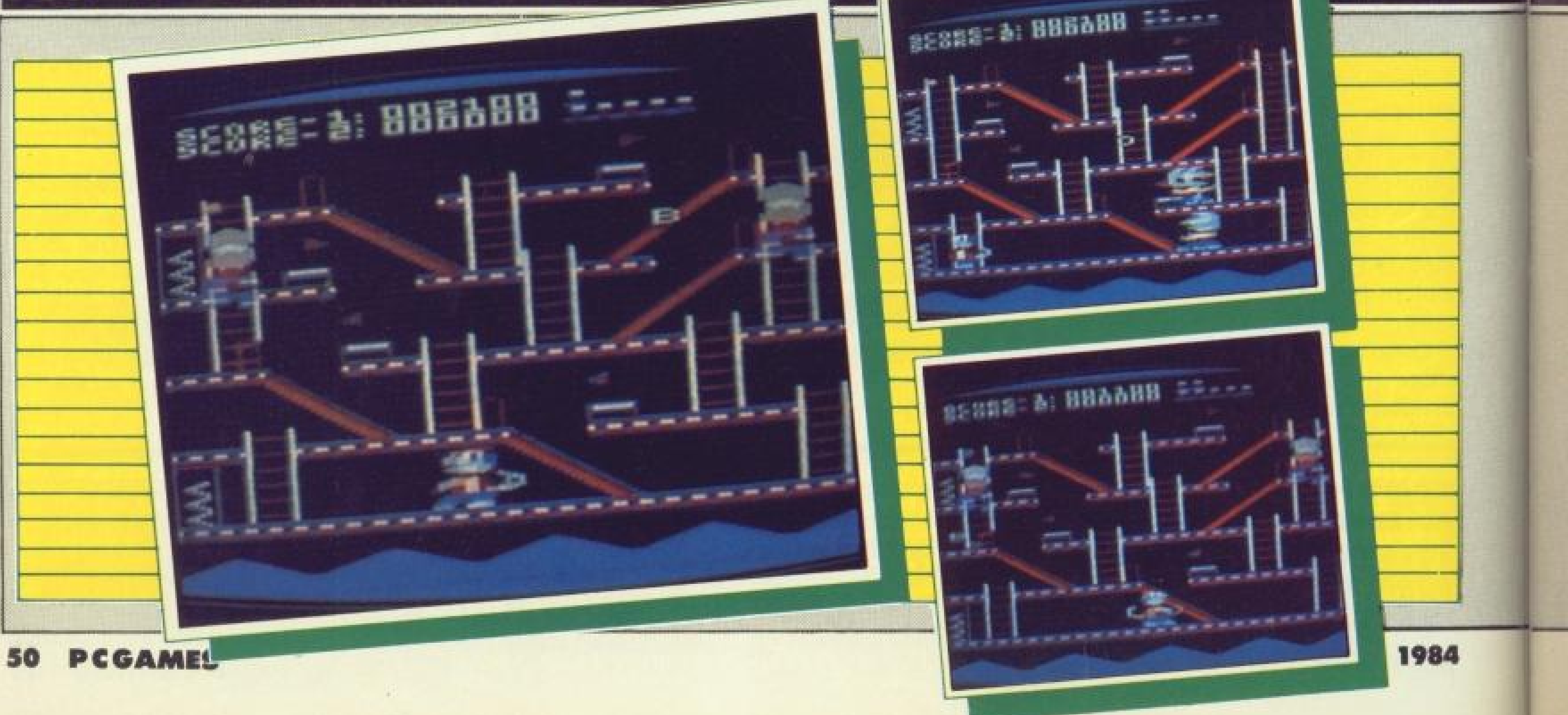
GAME: THE GAME
MACHINE: VIC-20 UNEXPANDED
JOYSTICK: NECESSARY
SUPPLIER: ENIGMA SOFTWARE
PRICE: £5.50

It sounded so mysterious, so enigmatic: a game called *The Game* which arrived in a package with no instructions. I opened it up in the faint hope that it might be something special.

But I'm afraid it's just another version of *Pac-Man.* The maze is made of bright green bricks and the sound effects are horrible. **PC**

GRAPHICS	5
SOUND	3
ORIGINALITY	1
LASTING INTEREST	1
OVERALL	3

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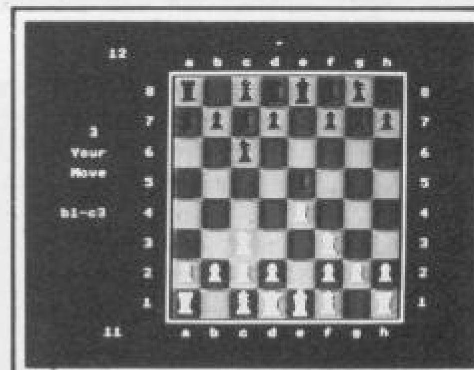
highest level the computer takes two hours to respond.

At level three, on which I played, it takes a snappier decision and makes a move in one minute.

The machine plays quite strongly on the whole, but sometimes makes bizarre moves. But, then, who doesn't? In Blitz mode it can be rather easy to beat; it allowed me to queen a pawn on my tenth move.

One thing which is absent is a facility for forcing the computer to make a move when you've had a bellyful of waiting – something that's particularly important on the higher levels. **PC**

GRAPHICS	7
SOUND	NONE
STRENGTH OF PLAY	5
LASTING INTEREST	6
OVERALL	6

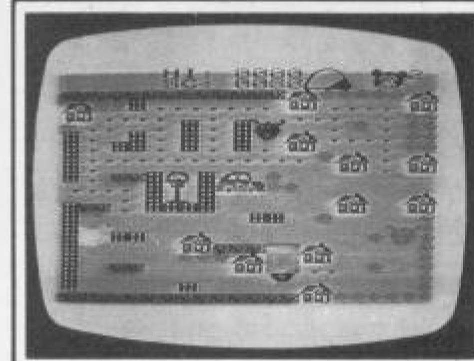


GAME: METER MANIA
MACHINE: VIC 20 UNEXPANDED
JOYSTICK: OPTIONAL
SUPPLIER: ABRASCO
PRICE: £7.50

The girls in blue and yellow (traffic wardens to you and me) are after you in *Meter Mania*. You travel round the maze collecting coins and hiding in your car when the going gets too hot.

This should have been called *Park-Man*, because it's basically *Pac-Man* with parking meters. If you like playing *Pac-Man* it's just the ticket. **SC**

GRAPHICS	7
SOUND	4
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6

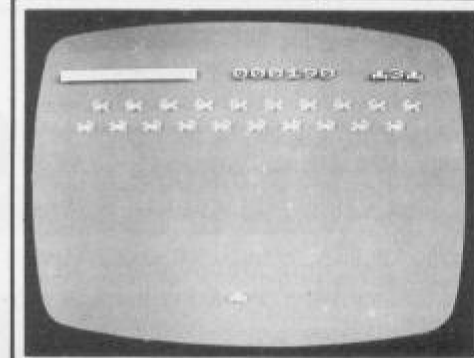


GAME: MULTITRON
MACHINE: VIC 20 UNEXPANDED
JOYSTICK: OPTIONAL
SUPPLIER: SUMLOCK
PRICE: £7.95

This is a version of *Galaxians* with good sound and some curious graphics. The aliens start out looking like Aladdin's Lamps, become things resembling the FA Cup and finish up as large flapping birds.

You must then survive 'the space corridor' and go back for more fast and furious action. **PC**

GRAPHICS	7
SOUND	7
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	6



GAME: 3 GAMES
MACHINE: VIC 20 UNEXPANDED
JOYSTICK: NO
SUPPLIER: ENIGMA
PRICE: £5.50

A collection of games for the gambling micro-owner. *Pontoon* is familiar to most people; graphics are clear and no matchsticks are required. *Bandit* is a fruit machine simulation with dull graphics. *Brag* is another card game.

A dull set of programs which cannot possibly have any of the satisfaction of playing the games in real life. **PC**

GRAPHICS	2
SOUND	0
ORIGINALITY	4
LASTING INTEREST	1
OVERALL	2



PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

GAME: BONGO
MACHINE: VIC 20 + 16K
JOYSTICK: NECESSARY
SUPPLIER: ANIROG
PRICE: £7.95

In this game you are definitely a mouse, not a man. *Bongo*, as the brave rodent is called, must be one of the few mice in the history of computer games to have the chance of marrying a princess.

The hand of this eligible young lady is being offered by her father to whoever can find his stolen diamonds.

Bongo the Super Mouse has discovered the thieves' hideout – a cave by the river.

He ventures inside to discover that there are various levels connected by ladders and chutes. There are also trampolines for bouncing across the gaps. At the bottom of the cave is a river into which Bongo is hurled if the thieves catch him.

The stolen gems glitter in the cave to show Bongo where they are. On the first level he has to avoid only one of the thieves.

This creature is a nasty piece of work with a sharp pointed nose. He moves very quickly so Bongo has to use his small brains to outwit him.

One method is to slide down the chutes, since the thief cannot use these. He is, though, a prodigious jumper and can easily clear the gaps; Bongo has to use the trampolines.

A great boon for Bongo are the transporters located at the top and bottom of the left-hand side. Get inside one of these, lure the thief over and then transport to the opposite side.

This is a game with the same kind of compulsion as *Donkey Kong* as you go up and down in a frenzy. Graphics are very good with a predominance of red and blue. The animation is also excellent, especially when Bongo boings on the trampolines.

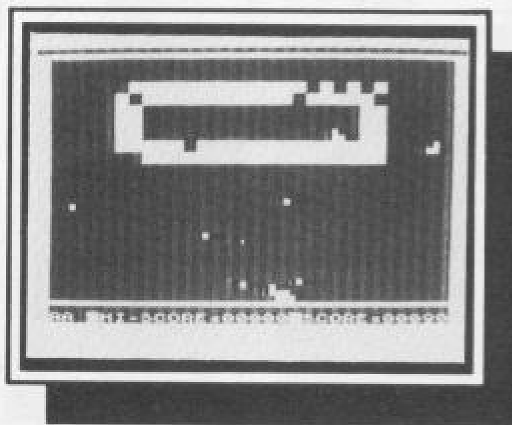
Sound effects are suitably frantic and there is a jaunty tune between each of the six screens. **PC**

GRAPHICS	8
SOUND	8
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	8



81 • LYNX • ZX81 • LYNX

GAME: GALAXY JAILBREAK
MACHINE: ZX81 + 16K
JOYSTICK: NECESSARY
SUPPLIER: ROMIK SOFTWARE
PRICE: £4.99



GRAPHICS	7
SOUND	NONE
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	6

Galaxy Jailbreak is a sort of cross between *Galaxians* and *Breakout*, and it's not a bad combination.

The scenario is this. You've captured some alien generals and put them into your prison where you're guarding them with your stellar missile base. The generals' soldiers are bent on freeing their leaders, so they hyperspace on to the screen and start bouncing around.

They try to free the generals by bouncing onto the walls of the prison which slowly begins to crumble.

You have to stop them by firing at them with your missile base which can unleash a salvo of five missiles at a time.

But the real trouble starts when a general gets free, or when you hit a soldier. Once a general is free, it starts bouncing around like the soldiers, and if you hit it, it turns into three soldiers.

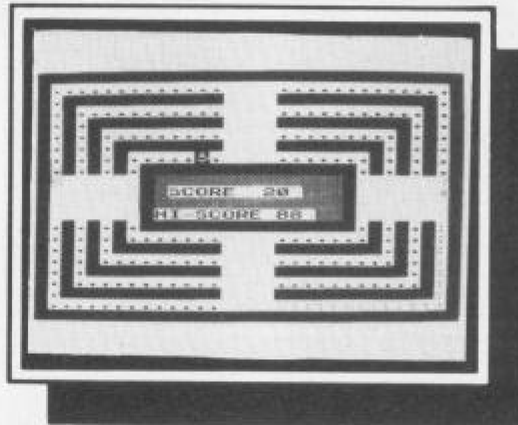
No problem, you might be thinking, hit the soldiers. But when you hit them, they turn into bombs which start falling down – possibly on you.

Points are scored for hitting just about everything that moves except the bombs. You can hit the bombs if you wish, but high scoring is only achieved by zapping the generals.

In play, things get quite confusing after a while, with lots of blobs bouncing around the screen. I resorted to moving left and right and spraying missiles as I went. This works for a while, but in the end, things get so cluttered that your three lives get used up rather fast.

Regardless of your inevitable doom, *Galaxy Jailbreak* is good fun. There's lots to watch out for and it should keep most trigger-fingers occupied for quite a while. **DJ**

GAME: GAMESTAPE ONE
MACHINE: ZX81 +16K
JOYSTICK: NO
SUPPLIER: FAWKES COMPUTING
PRICE: £4.95



GRAPHICS	5
SOUND	NONE
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	4

This offering from Fawkes Computing has four games on it: three in machine code and one in good old Basic. The games are *Dodge It, Trojan Dragon, Death Trap* and *Tablets of Hippocrates*.

Death Trap is a variant of *Dodgems*. The difference is that there are dots (à la *Pac-Man*) which you must eat on your travels. Eating the dots leaves crumbs which can only be eaten when all the dots are cleared. A strawberry earns you some bonus points.

The game itself is OK, but unlike many versions you can't accelerate to avoid a possible clash. What you can do is switch to any lane at a clearing, but the monster can only change by one lane at a time.

The next best game is *Trojan Dragon*, where you control a drawbridge and a man with a sword. Here, you must stop the baddies from getting into the castle, but let the goodies in. Both can come from the bottom of the screen to the drawbridge or be carried up the Dragon's back.

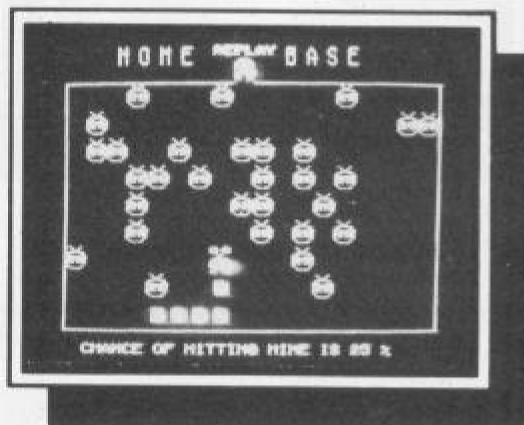
The game offers different levels of difficulty, and the game gets faster as it goes on. Good fun.

The last two games, *Death Trap* and *Tablets of Hippocrates* are not fun at all. Dead boring would be a better description.

In *Death Trap*, you are a blob trying to avoid being boxed in by other blobs, and in *Tablets* (an excuse for an adventure), you have to 'find the cure for cancer'.

Unfortunately, *Gamestape One* from Fawkes Computing is below the normal standard you would expect from a gamestape, and I suggest you shop elsewhere. **DJ**

GAME: MINEFIELD
MACHINE: LYNX 48/96K
JOYSTICK: NO
SUPPLIER: BUSTECH
PRICE: £4.50



Steer Bertie across the minefield with nowt between you and eternity but a mine-detector.

The only problem is that the mine-detector doesn't tell you exactly where the mines are. Your chances of escaping alive are slim, to say the least. The likelihood of your playing the game again is even slimmer.

Bertie must collect UFOs and escape to his home planet. I didn't even escape from the first screen. Strangely compulsive for a while, but the game depends too much on luck and is very slow. **SC**

GRAPHICS	6
SOUND	6
ORIGINALITY	8
LASTING INTEREST	1
OVERALL	3

GAME: WORDSEARCH
MACHINE: LYNX 48/96K
JOYSTICK: NO
SUPPLIER: BUSTECH
PRICE: £6.00

This is the classic word-game in which you find words concealed in a grid of jumbled letters. But its large vocabulary somehow doesn't make up for a noticeable lack of excitement.

Even puzzle addicts will probably be unimpressed. **SC**

GRAPHICS	2
SOUND	NONE
ORIGINALITY	7
LASTING INTEREST	2
OVERALL	3



DRAGON • DRAGON •

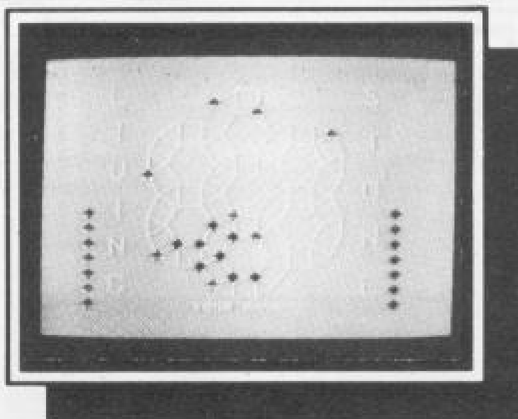
GAME: LIVING STONE
MACHINE: DRAGON
JOYSTICK: NECESSARY
SUPPLIER: CABLE SOFTWARE
PRICE: £8.75

This is probably the most challenging game yet written for any home computer.

Well, that's what it says on the cassette cover. In fact, *Living Stone* is simply a board-game – you place stones on strategic points of a pattern in order to surround and capture territory.

The pattern is a kaleidoscopic combination of triangles, squares and hexagons. You play against the computer or another human being.

The game is divided into two parts. In the first the players take it in turns to place one of their stock of stones on to a corner of one of the geometric shapes.



Occupying all the corners of a triangle or square gives you the privilege of moving one or two of your opponent's stones. Occupying all the corners of a hexagon wins the game.

Assuming that both players have succeeded in preventing their opponent from winning in the first stage, and have placed all their stones on the board, the

GRAPHICS	3
SOUND	4
ORIGINALITY	6
LASTING INTEREST	4
OVERALL	4

game moves into the second stage. Here you may move your stones along the lines to adjoining intersections. The aim of the game remains the same.

The game does involve careful thought, but the claims made on the cassette cover are a little over-stated. Just because a game involves a high degree of possible strategic combinations doesn't mean that it's going to have you hooked.

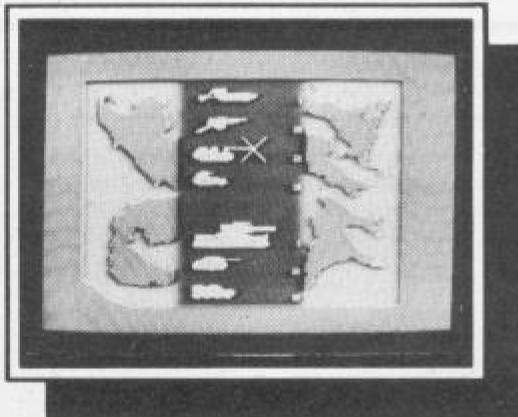
Living Stone may have more possible moves than a chess game, but whether you'll want to spend all day working them out is another matter altogether.

SC

GAME: STRATEGIC COMMAND
MACHINE: DRAGON 32
JOYSTICK: NECESSARY
SUPPLIER: ROMIK
PRICE: £6.99

Your aim in this two-player game is to take over the enemy capital, situated at the Antipodes. Of course, if you're not interested in strategy or megalomania this game will not be your cup of tea. Strategy fans, though, could well be intrigued.

At the beginning of the game the screen displays a map of the game-world – five green land-masses on a blue background. Flashing red and yellow



dots represent the players' bases and capitals.

The combatants can choose from a variety of offensive weapons for sea or

GRAPHICS	4
SOUND	4
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	5

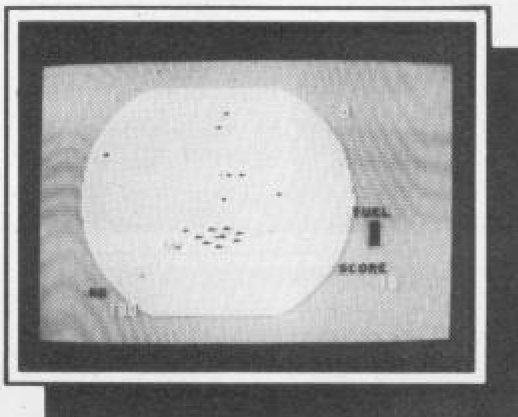
land. Having selected the instruments of death the player then despatches a task force to a point of strategic importance and eventually does battle with his opponent.

The game's screen graphics are unfortunately rather dull, and the sound is no great shakes either. But strategy fans are not likely to be put off by such considerations; they will be interested in nothing less than world domination. **PC**

GAME: CONVOY ATTACK
MACHINE: DRAGON 32
JOYSTICK: NECESSARY
SUPPLIER: ROMIK
PRICE: £6.99

This hybrid of strategy and shoot-'em-up requires you to protect your convoy of six ships from attacking aircraft.

At the beginning, a yellow circle appears on the screen. In the middle your ships are clustered around an aircraft carrier. From the edges of the screen missiles come speeding towards you. From your carrier you launch planes to intercept the attackers before



they obliterate your fleet.

It sounds fun, but it isn't. The ships are black dots, the missiles red dots and

GRAPHICS	3
SOUND	3
ORIGINALITY	4
LASTING INTEREST	2
OVERALL	3

the planes green crosses – not the most realistic graphics.

Defeat the missiles and you get to see the second screen. It's no better. Now you have to combat enemy planes in a struggle reminiscent of *Asteroids*. Again the graphics are very boring. *Convoy Attack* is one of those games in which death is preferable to glory. **PC**

GAME: DRAGON HAWK
MACHINE: DRAGON
JOYSTICK: OPTIONAL
SUPPLIER: MICRODEAL
PRICE: £8.00

A little man runs back and forth across the bottom of the screen shooting at flies that buzz from side to side above him.

He must also avoid birds that hatch in the air and flap slowly earthwards, and some deadly falling eggs.

Another little man stands in the corner, apparently paralysed with fear, as a large bird flaps across the top of the screen and then descends to carry him off in its claws.

His mate then shoots the big bird, swaps his gun for a basket, and catches the falling lad before he hits the ground. Then it's back to shooting at flies.

GRAPHICS	7
SOUND	6
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

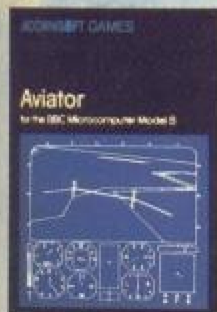
Overall, this seems to be one of the better games for the Dragon, but it won't exactly have you fainting with excitement.

SC

ACORNSOFT PRESENTS

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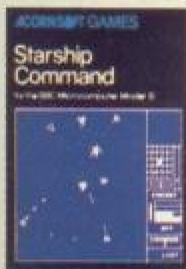
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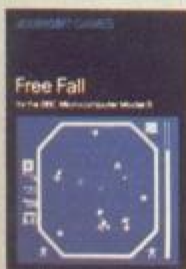
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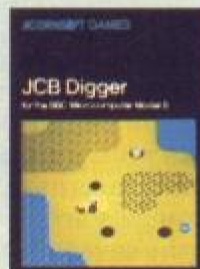


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ORIC • ORIC • ORIC • OR

GAME: THEM
MACHINE: ORIC 48K
JOYSTICK: NO
SUPPLIER: VIRGIN
PRICE: £5.95



GRAPHICS	5
SOUND	4
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	5

Them is a five-screen game. The first screen is a robot-maze derivative, in which you collect items and then exit via a doorway to the next stage. Life is made more difficult by various species of nasty, and you must also avoid bumping into the walls. Unfortunately, it's also made more frustrating by the poor choice of movement keys ('IJKM' to move and left-hand 'Shift' for shields).

In the third stage you play ring-a-ring-of-roses with a few aliens who take it in turns to try and shoot you. The fourth screen has you on a conveyor belt heading towards a meat mincer, with aliens above and below you. In both screens you must shoot the opposition to survive.

Virgin attempt to strike fear into the heart of the intrepid gamester by warning him that 'THEY attack in five different screens'. However THEY only attack in three.

The second and final screens are like simple visual puzzles. The first requires quick reactions to join up some fast-moving colour blocks. In the second you match up bones against a time limit.

Them gets very tricky towards the end, but despite some original touches it is spoilt by poor movement keys and fails to deliver the promised paranoia. **SC**

GAME: JERICO 2
MACHINE: ORIC 48K
JOYSTICK: NO
SUPPLIER: ELEPHANT
PRICE: £6.95



GRAPHICS	NONE
SOUND	NONE
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	5

You know what a strategy game is, don't you? It's one where you have to climb Mount Everest with a packet of biscuits and a box of matches, or sail the seven seas with a mutinous crew and a pound of salt beef. In *Jerico 2* you have to besiege a city.

The text-only program gives you the opportunity to input directions for the collection of food and ammunition, and for attacking the city's defences. You start off with 300 men, but this number diminishes as the days go by, either through combat losses or, if you are mean with the rations, desertion.

The instructions tell you to capture Jerico by force or 'otherwise'. If you're the aggressive type you can get your men busy building ballistas, siege towers, and so on. Otherwise you can just sit tight and try to starve out the opposition.

I have one or two reservations about this game. The program doesn't tell you what you've entered in response to its questions and secondly, it will only allow you to attack in one place at a time.

Apart from this, and the fact that I lost every game I played for reasons that didn't strike me as being entirely logical, *Jerico 2* manages to hold one's interest for a few hours. After that ... **SC**

GAME: SCUBA DIVE
MACHINE: ORIC 16/48K
JOYSTICK: NO
SUPPLIER: DURELL
PRICE: £6.95



GRAPHICS	7
SOUND	5
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	7

Oric owners may have been gazing enviously at their neighbours' Spectrums and longing to have a go at this game. Now they can. The bad news is that *Scuba Dive* on the Oric isn't as impressive as the Sinclair version.

Three frogmen take it in turn, under your command, to dive from a dinghy and brave the perils of the deep in search of pearls, gold, and diamonds.

On the way down to the bottom of the screen they must evade all manner of marine hazards. Having collected whatever they can get their hands on, they must return it to the boat safely in order to add it to their score.

The game falls into three stages. In the first, you collect pearls from oysters. In the second, you must swim along underground caverns dodging octopuses and a strange starry-looking thing that patrols the caves. Valuable minerals may be found here, and these too must be returned to the boat. The final stage tempts you with gold bars and diamonds. Throughout the game your supplies of oxygen are replenished according to how much treasure you collect.

Putting *Scuba Dive* on the Oric within 16K is a tremendous feat of programming but the graphics are not as good as the Spectrum version. Occasionally your diver disappears from the screen altogether, and many of the hazards are harmless unless hit head-on.

Notwithstanding these faults, *Scuba Dive* is a game to splash out on. **SC**

GAME: DIGGER
MACHINE: ORIC 48K
JOYSTICK: NO
SUPPLIER: MERCURY MICROWARE
PRICE: £6.95

Space Panic derivative – you dig holes for monsters to fall into, then bury them.

This version has the added interest of gold bags which must be transported to the bank at the bottom of the screen. It also has terrible graphics and poor movement keys. **SC**

GRAPHICS	3
SOUND	3
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	3

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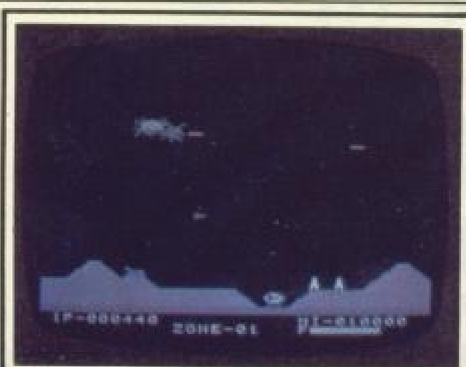
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COMMODORE 64 • CGL •

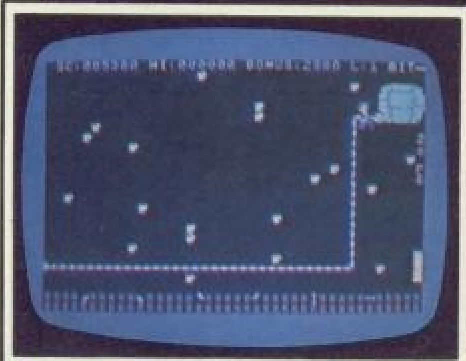


GAME: SUPER COBRA
MACHINE: CGL
JOYSTICK: OPTIONAL
SUPPLIER: CGL
PRICE: £23.95

Unexceptional version of *Scramble* made worse by poor control keys and finicky 'joypad controllers'. Missiles are swift and reappear on screen to crash earthwards if they miss you. Your helicopter fires and drops bombs at the same time. Not bad by CGL standards.

SC

GRAPHICS	6
SOUND	6
ORIGINALITY	2
LASTING INTEREST	6
OVERALL	6



GAME: PLUMB CRAZY
MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
SUPPLIER: TERMINAL SOFTWARE
PRICE: £7.95

You'd have to be plumb crazy not to try this game – it looks really good. You'd also have to be plumb stupid not to score at least 50,000 points on your second attempt.

Perhaps I'm being fussy, but *Plumb Crazy* just isn't enough of a challenge. I really enjoyed the first three or four screens, but by the 11th I was running out of steam, and I hadn't even lost a life.

The idea is quite compelling. At the top of the screen on the right is a tank which threatens to explode unless pressure is reduced by connecting it to a relief valve on the other side of the



GAME: HIDEOUS BILL AND THE GI-GANTS
MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
SUPPLIER: VIRGIN
PRICE: £7.95

Bill isn't really hideous at all. In fact, he's a lovable little fellow consumed by his passion for the beautiful Greta who, tragically, has been imprisoned by the vicious Gi-Gants, man-eating insects who live in a maze.

The maze on the first screen is full of eggs, all of which Bill must crush before moving on to the next screen.

To help him battle the Gi-Gants there are four spears at the corners of the maze. These ants, though, are pretty cowardly and turn tail once you have a spear, so it's advisable to crush more



GAME: OUTBACK
MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
SUPPLIER: PARAMOUNT SOFTWARE
PRICE: £7.50

This is a *Poo-Yan* type game. Know what I mean?

Okay, so you don't. How many arcades did you get into last year?? *Poo-Yan* was the game where a pig went up and down in a basket, shooting wolves. In *Outback*, a kangaroo goes in the basket, and it's swagmen instead of wolves.

Boss Roo (as he's called) must protect the nine baby 'roos from being bagged by swagmen. These social drop-outs drop down from above, hanging on to balloons.

Boss Roo pops the balloons with his trusty bow and arrow, and the swagmen

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• COMMODORE 64 • CGL

GAME: TANK BATTALION
MACHINE: CGL
JOYSTICK: OPTIONAL
SUPPLIER: CGL
PRICE: £23.95

Manoeuvre your tank round a maze blasting other tanks as they threaten your command centre. Scream with frustration at the poor movement keys and insensitive 'joypad controllers'. Froth with indignation at the poor graphics. Aaagh... **SC**

GRAPHICS	3
SOUND	4
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	3



display.

You control the plumber as he selects various bits of pipe from a store at the bottom of the screen, and joins them in a line to connect the valve and the tank.

Unfortunately there are a number of rocks lying in the way, so the pipe has to twist and turn to reach its destination. In extreme cases, rocks may be dynamited to make way for the pipe, but there is a strictly limited amount of explosive available.

The number of rocks increases as you progress, so you need to build up a stock of dynamite for later stages.

If you make a mistake and want to remove a length of pipe, a spanner is available. However, grabbing the spanner means you have to drop the length of pipe you are carrying.

There is also a resident ghost who makes periodic appearances, crossing the screen from right to left. It seems to be fairly intelligent, but is very easy to avoid.

Nice game with nice graphics, but too easy by half. **SC**

GRAPHICS	7
SOUND	5
ORIGINALITY	6
LASTING INTEREST	4
OVERALL	5

eggs rather than go hunting.

On the second screen you have no weapons – just levers which allow you to open and close doors to the den, trapping the ants inside. Your task now is to squash the Inf-Ants littering the maze. Then you must eat the magic baked beans which give you the strength to go on to the final screen.

At last you get a glimpse of Greta. She's a pretty redhead; well worth rescuing even if she's not so stunning as the lady on the cassette cover. On this level there are no clear entrances to the tunnels – Bill has to head-butt his way through to Greta. If you get to her you're promised a surprise. I'm afraid I can't reveal what that is.

Hideous Bill's ants move very niftily and are very intelligent. Bill also is a nice little mover and his death throes are truly horrific.

There's a jaunty introductory tune and a clever warbling noise as Bill moves around the maze. This is one of today's best maze games. **PC**

GRAPHICS	8
SOUND	7
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	7

plummet to their deaths. They will attempt to retaliate with boomerangs and deadly apples.

If he misses them while they're in the air, they run along the ground and swag a baby 'roo.

When all the baby 'roos have been nabbed, Boss Roo, rather than collect on the life insurance, commits suicide. That's the end of the game as far as you're concerned.

Paramount's game is excellently presented, with numerous playing options and very fast action at the higher levels. There are three screens, up to five Boss Roos, and you can select guided or straight-flying arrows. The game is for one or two players.

In the second screen, the swagmen descend by parachute, and in the third they float upwards and rush along a cliff to push a rock on to old Boss Roo. By that time I expect they think he deserves it.

Competent sound, good graphics, and fast action make this the best *Poo-Yan* around. **SC**

GRAPHICS	7
SOUND	5
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7

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GAME: SAVAGE POND
MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
SUPPLIER: STARCADE
PRICE: £8.95

Savage Pond is the micro equivalent of a TV nature program. You know, the type that comes on just when you're eating your supper and treats you to scenes of various animal life chewing up various other forms of animal life in gory detail.

You're a tadpole in a pond, and you must eat to stay alive. If you survive long enough, you graduate to frog status, and snap up dragonflies instead of amoebae.

In the first stage of the game, you swim up and down the pond, avoiding the hydra on the bottom and (later) the jellyfish at the top.

The occasional worm falls into the pond, and you must snap it up before it disappears at the bottom of the screen. Once you've eaten five worms, a beetle grub appears. Don't shake it by the hand, eat it.

While you're being greedy, a dragonfly is flying back and forth above the pond dropping eggs into the water. These you must also eat before they have a chance to hatch into very nasty tadpole-eating nymphs.

This live-and-let-die policy is continued throughout the game. After a while the screen changes: hey-presto, there's a frog on a lily-pad. Pressing the space-bar makes her stick out her tongue, with fatal results for any dragonfly that's in the wrong place.

Meanwhile, radio-active waste has been dumped into your watery home. The sides of the pond become contaminated and contact with them causes instant death. In later stages of the game the radiation has an unpleasant effect on some local bees, who make life very difficult for our froggy friends up top.

There is a lot to this game. My only grouse is with the control – the tadpole is frustratingly difficult to manoeuvre in confined spaces. Otherwise I heartily recommend a dip into *Savage Pond*. **SC**

GRAPHICS	8
SOUND	5
ORIGINALITY	7
LASTING INTEREST	9
OVERALL	8



COMMODORE 64 • CO

GAME: BLUE MOON
MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
SUPPLIER: MERLIN
PRICE: £6.50



GRAPHICS	5
SOUND	3
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	5

This is a game which begins with you trying to assemble your ship in stage one and ends with you landing on the fabled *Blue Moon*. In between you face many hazards but not too much excitement.

It all begins with the mournful tune of the same title – the one about you standing all alone, without a love of your own. But now you're no longer alone, because you can play *Blue Moon*.

The first stage is docking; guide the top half of the ship to join the bottom half using the joystick to thrust from side to side. Initially this is tricky, but it soon gets pretty easy.

Next you face a comet storm. The streaming white obstacles fly across the screen before swooping down to engulf your ship.

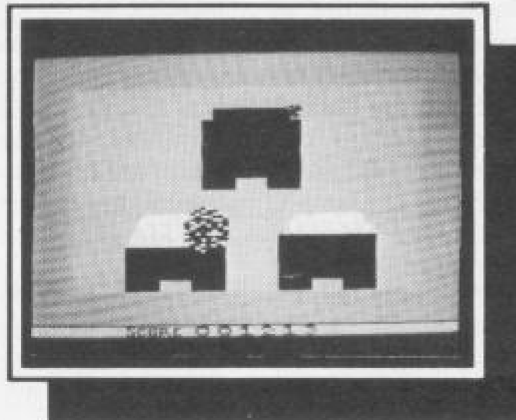
Survive the comets and you will encounter the Blue Bouncers – troublesome little squares on legs who spring around erratically and release bombs. This section is a souped-up *Galaxians*.

And then it's on to meet the Tecom Man, who's a large square creature laying eggs which turn into hostile birds.

When you've destroyed him you reach your goal – an attempted landing on the *Blue Moon*. This is a planet with three hills. Once you have landed a flagpole is hoisted, the Union Jack appears and 'Rule Brittania' is played.

While this game has a good variety of tasks, none of them is particularly demanding. Graphics are reasonable but the sound is not impressive. **PC**

GAME: STING 64
MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
SUPPLIER: QUICKSILVA
PRICE: £7.95



GRAPHICS	6
SOUND	5
ORIGINALITY	9
LASTING INTEREST	4
OVERALL	5

Here's a busy little game for busy little players who can convince themselves they are bees.

The game is in three sections: in each you must protect your hive from marauding swarms of rival bees.

In the first part the screen shows a hive with a honeycomb in the centre. You control a bee who has to drive off enemies as they approach. The bees here are clever creations, flapping and buzzing very effectively.

Next you must defend your queen. Three hives are shown in 3D. Your queen is in the middle of a ball of bees which must attempt to fight off smaller rival balls.

In the final section you have a *Galaxians*-style battle as you protect your hive from swooping swarms.

Sting 64 is a good idea which just misses being a good game, mainly because the player has too little to do. **PC**

GAME: FLYING FEATHERS
MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
SUPPLIER: BUBBLE BUS
PRICE: £6.99



GRAPHICS	7
SOUND	6
ORIGINALITY	6
LASTING INTEREST	4
OVERALL	5

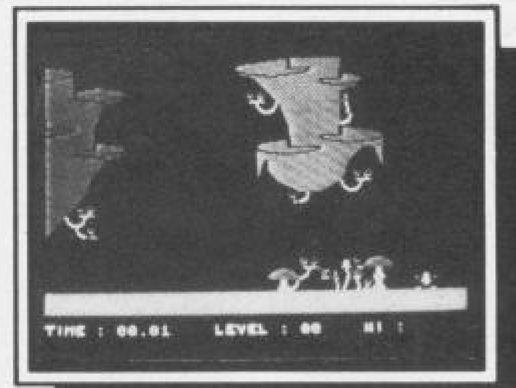
This is another game to make conservationists see red. They'll start off happy enough at the prospect of seeing a game warden protecting his fish stocks. They'll only get rather upset when they see him decimate the local eagle population to achieve this aim.

As the warden you sit in a rowing boat in the middle of a lake in some charmingly depicted countryside. You control a cross mark on the screen; as the eagles flap down to carry away your fish, you reduce them to red smears with a satisfying blast from your shotgun.

Most people would enjoy playing this game – for a bit. The trouble is there's only one screen and only one kind of attacker. Just making the game harder by unleashing preposterous numbers of ravenous eagles, and making greater demands on your shooting control, doesn't make for a compulsive game.

So I'm afraid that the rather ordinary ratings are going to ruffle a few feathers at Bubble Bus... **RG**

GAME: BOOGA-BOO (THE FLEA)
MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
SUPPLIER: QUICKSILVA
PRICE: £7.95



GRAPHICS	8
SOUND	5
ORIGINALITY	9
LASTING INTEREST	8
OVERALL	7

A conversion of the popular Spectrum game in which your agile flea tries to hop to freedom from his strange underground world while avoiding dragons and flea-eating Venus fly-traps. Superb graphics and animation create a captivating atmosphere.

If you've admired the game on the Spectrum, you will not be disappointed with this excellent version. **PC**

GAME: STAR COMMANDO
MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
SUPPLIER: TERMINAL
PRICE: £7.95

Will I ever get my wings? I've flown countless missions on *Star Commando* and I'm still only a rookie.

The trouble is the mothership. I can never find it when I'm running out of fuel. This means death and permanent rookie status. However, even for the lower ranks there is some good fun to be had in *Star Commando*.

The game is basically a jazzed-up version of the old *Star Trek* programs in which you had to scan space for the required aliens or treasure. The bonus in *Star Commando* is that you also get a very entertaining 3D shoot-'em-up.

The top right side of the screen is occupied by status reports: energy, score and high score. Below this is a 'star chart' with 16 squares corresponding to the different sectors of the galaxy through which you move.

The main screen display is a 3D view of space with your cross-hair sights. Various aliens and obstacles hurtle at you out of this starry vastness.

Pressing 'Return' produces a Long

GAME: BUMPING BUGGIES
MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
SUPPLIER: BUBBLE BUS
PRICE: £6.99

This is such an addictive game that I had trouble getting to play it in the office.

The idea is fiendishly simple: 'drive your car as far as possible through the seasons of the year, scoring points as you travel'.

Your progress, though, is impeded by the outrageous behaviour of the other motorists. They lack any trace of road sense, barging into you and trying to force you into the embankments which border the road.

Another little problem is that the road is broken up by patches of water, some short and wide, others long and narrow.

However, there's no need to despair: your car has magic properties. When you reach 100 mph you can, by pressing the fire-button, jump into the air and leapfrog the other cars. Or, if you want to get bonus points, you can land on them and squash them.

It's also possible to bump other cars into the side of the road, but this is rather more difficult, requiring precise judgement of the time and place to do your barging.

Bumping Buggies has 20 different tracks in ascending order of difficulty.

GAME: MEGAWARZ
MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
SUPPLIER: PARAMOUNT
PRICE: £7.50

Unless you're an *Asteroids* expert, *Megawarz* will pose you a mega-challenge.

As in the arcade classic, you control a spaceship by using two keys to rotate it and a third to move forward.

This takes plenty of practice in *Asteroids*, but here it's even more difficult. The spaceship accelerates rapidly, and once moving is almost impossible to stop – a reverse thrust simply moves it in the opposite direction. Also the ship is large and actually bounces off the edge of the screen. By the time you've added a few aliens, there's not much space to manoeuvre.

There is a joystick option, but that's even harder – joystick right doesn't mean move right but rotate clockwise.

On the other hand you are equipped with a shield. This can only be used a few times, but it comes in very handy.

The scenario of *Megawarz* is that you're progressing through a series of planets from Pluto to Earth. As you go you must rescue astronauts who drift

GAME: GUSHER
MACHINE: COMMODORE 64
JOYSTICK: NO
SUPPLIER: VISIONS
PRICE: £9.95

This is a strategy game for 2-4 players. By wheeling and dealing in the oil business each participant aims to amass a million dollars. The first to succeed wins.

It's unusual to find a strategy game for more than one player, and it's a pity that in this case a one-player option wasn't included.

Other innovations in *Gusher* include graphic interludes between turns, where you see lorries, tankers, pipelines, etc in operation.

Unfortunately the pace of the game is slowed to an almost unacceptable level by having to watch your transport on the move. It may be interesting the first few times, but after that it becomes a little tedious.

More seriously, the format of the game doesn't allow the players to exercise sufficient control over their operations, denying them the chance to develop a coherent business policy.

Policy options are presented to the player at the computer's discretion,

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

GAME: CHINESE JUGGLER
MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
SUPPLIER: OCEAN
PRICE: £6.90

The first unusual thing about this game is that it was written by a Hungarian professor. This doesn't explain its title, but it does help to show why it has a completely different feel to any other computer game you've played.

It's based on that nail-biting circus act in which the performer has to keep a set of plates spinning on sticks.

The act is converted to the screen in brilliant 3D graphics accompanied by a wonderful piece of circus music to keep you feeling jolly.

Using a joystick, you must manoeuvre the delightfully-animated juggler to pick up a plate and set it spinning on one of eight sticks.

This is achieved simply by moving him right next to the stick base and pressing the fire button. Simple. He must then collect another plate and repeat the trick.

The trouble is of course that the juggler must keep returning to each stick to give it a fresh spin or the plates will fall off. The way in which they are shown wobbling as they gradually slow down is superbly realistic and if you're not careful you'll be thrown into blind panic.

One additional piece of fun is that you can get the juggler to throw a plate into the air and catch it again, changing its colour. White plates spin the longest.

This game is very nearly brilliant. Its major flaw is that once the first stage is mastered it doesn't offer enough variety or challenge.

The only real difference in later stages is that the plates slow down quicker, and you can only place those of certain colours.

On only my fourth attempt I got through about ten levels, scoring 68,000 points in a game lasting 40 minutes. I was too exhausted to try again. CA

GRAPHICS	9
SOUND	8
ORIGINALITY	10
LASTING INTEREST	6
OVERALL	8



RE 64 • COMMODORE 64

Range Sensor Scan giving you information on the occupants of each sector. You then choose one and go off for a zap.

There is quite a variety of aliens. Cosmic Kamikazes are whirling, four-pronged opponents. Sonic Bombardiers are blue ships which release red bombs at the same time as emitting a strange noise. In the Space Minefield multi-coloured Sputniks come spinning at you in a menacing fashion.

Star Commando is essentially a 3D mega-zap, but its graphics, sound and extras lift it just above the ordinary. **PC**

GRAPHICS	7
SOUND	7
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6



On the first the player will not take too long to progress through the seasons, each of which has a different coloured screen. The water-jumps are also easily negotiable.

However, on the higher levels the tracks become excruciatingly tricky. There are now dozens of road-hogs, rocks litter your path and there seems to be more water than road.

The game starts with a very pleasant tune and the motor noises are reasonably good. The graphics are nothing to write home about, but this seems almost an irrelevant criticism in a game whose enjoyment comes from its compulsiveness and excitement. **PC**

GRAPHICS	5
SOUND	6
ORIGINALITY	6
LASTING INTEREST	9
OVERALL	7



across the screen – and at the same time try to wipe out a wave of alien craft.

The craft number between three and six, depending on what skill level you're on, and destroying them isn't easy. Each craft has to undergo a rapid and prolonged burst of fire before it conks out, so you must manoeuvre skilfully to keep it in your sights.

Success will treat you to further waves of aliens of different shape but similar movement.

The game is nicely presented with different skill options and a series of simple tunes. But if you want easy entertainment, steer clear. **CA**

GRAPHICS	5
SOUND	5
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	5



rather than the player's. Sometimes the only option presented is to pass your turn, even though you may have plenty of cash to play around with.

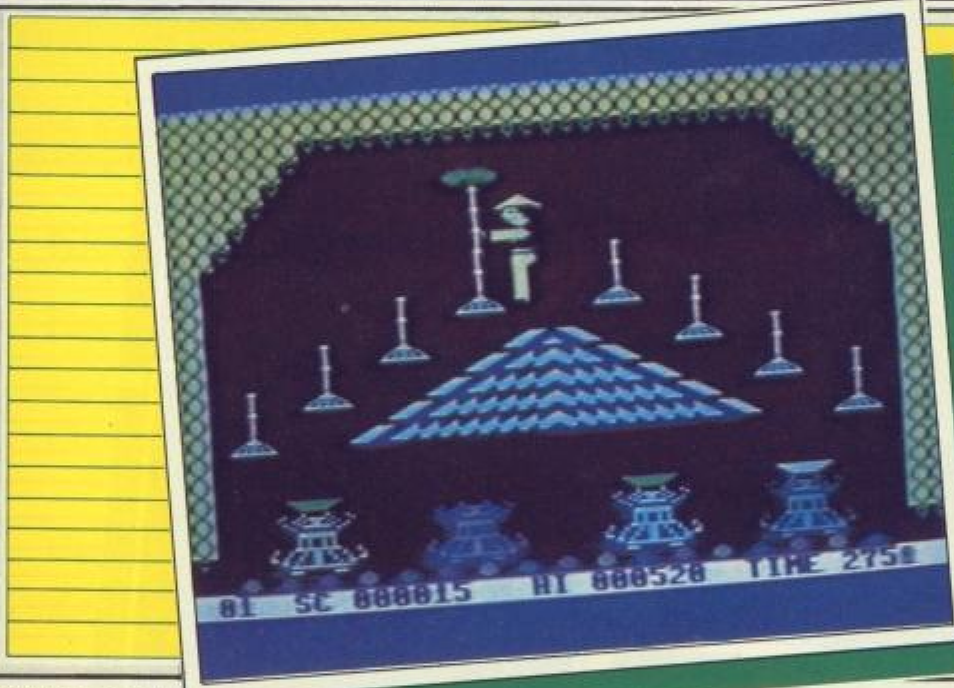
In an effort to make the presentation of the game more exciting than other strategy games, the programmer has included flashing borders and screen colour changes. Sadly, there is no use of music.

During the game you will have to cope with such hazards as well-head fires, oil smugglers, pipe fractures and worse. The excitement of these random setbacks doesn't make up for the lack of player involvement **SC**

GRAPHICS	6
SOUND	2
ORIGINALITY	8
LASTING INTEREST	4
OVERALL	5



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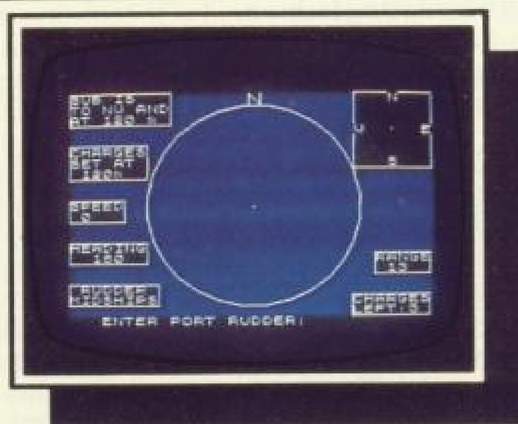






SPECTRUM • COMMO

GAME: SUB
MACHINE: SPECTRUM 16/48K
JOYSTICK: NO
SUPPLIER: ROMIK
PRICE: £6.99



GRAPHICS	5
SOUND	4
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

Sub puts you in command of an American frigate, roaming the high seas on a mission to hunt down those bad, bad Russians in their submarine and sink them.

Protek's *Hunter Killer* has already set the standard in this class of game for the Spectrum, and by comparison Romik's game seems very rudimentary. It will, however, fit into 16K.

The instrument panel gives information on your heading and speed, and tells you the enemy sub's approximate position and depth.

Game controls are simple. You can steer port or starboard by adjusting the rudder angle. Apart from your speed, the only other variable over which you have control is the depth at which your anti-submarine charges are set to explode.

The information is all rather crudely presented. A large circle in the centre of the screen gives a visual trace of your direction and speed, and a small square in the corner does the same for the enemy. The function of these two 'radar' screens is not fully documented.

When you actually get down to playing the game, you find it very difficult indeed. Basically you want to drop a depth-charge in the path of the submarine and hope you time it right.

The real problem with *Sub* is that you are unlikely to get very far without first enduring long practice sessions. This would be fine (the same is true of Protek's game), but the Romik display doesn't exactly tempt you to spend hours in front of the machine.

If you have a 48K machine, you can happily give this program a miss. 16K owners who are prepared to put in a lot of practice may go overboard for it. **SC**

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

GAME: CAESAR THE CAT
MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
SUPPLIER: MIRRORSOFT
PRICE: £8.95

GRAPHICS	9
SOUND	7
ORIGINALITY	10
LASTING INTEREST	7
OVERALL	8

I must be going mad. It can't be... it's... it's an ORIGINAL game!!! Fetch a doctor. I just can't believe it...

There's this little cat, you see. Beautifully animated, by the way. Very well-behaved. Obeys your joystick's every whim (forget the keyboard – the choice of keys is terrible).

Screen displays kitchen shelves laden with food intended for human consumption, but ending up as mouse-fodder. Young Caesar leaps from shelf to shelf as the mice dodge from dish to dish.

If the feline chances upon one of the rodents, he grabs it in his mouth. A door appears somewhere at the edge of the screen, and Caesar must run along the shelves and out of the door to dump his victim. Then it's into the larder for another catch.

The kitten moves rather slowly, but you can speed him up by pressing the fire-button, or the 'Z' key. He mustn't jump up or down by the teapot or the cups and saucers, because then he knocks them down and breaks them.

The scoring system is rather unusual. You start with 1000 points and the points drop as time passes. Catching mice adds points, breakages and the disappearance of food lose them.

You also lose points for bumping Caesar's nose against the edge of the screen. I should think so too. The highest score attained during the current game (or a previous one) is constantly displayed and updated.

As the game wears on, the mice change colour and get progressively greedier and harder to catch. The game ends when your score falls to zero, as inevitably it will.

The Spectrum version is very similar to that on the Commodore 64 but easier to operate from the keyboard.

Ceasar the Cat won't satisfy firepower addicts or mice-lovers, but for the rest of us it's terrific.

Congratulations to Mirrorsoft and Andromeda Software for a simple, enjoyable, and original game. **SC**





EMPIRES

When a Galactic war breaks out, there is only one winner – make sure it's you!

Empires is a game of the type which has not been seen before. It is a fully player interactive strategy game for up to six players and an umpire. The basic set contains three players. Expansion set one contains three more. Each player controls a unique race struggling to take over the galaxy. Mining companies, space fleets and sound strategy all contribute to the success of your race; but beware the other players will be trying to tear your empire apart. The skill required to organise your empire as it grows is enormous. To assist you galactic maps and data cards are provided. Soon further expansion sets will be available to give you an advantage over the other players. Move information is transferred via cassette to the umpire who analyses it with his program and returns the new data to the players. Messages can be sent to other players in the same way.

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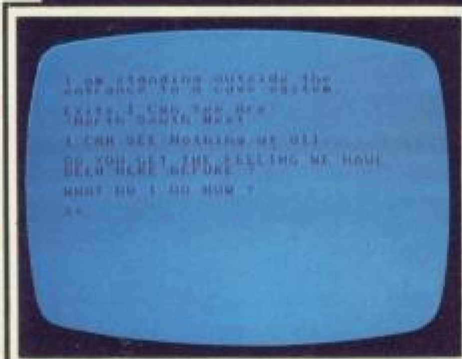


GAME: KRAKATOA
MACHINE: SPECTRUM 48K
JOYSTICK: NO
SUPPLIER: ABBEX
PRICE: £5.95

This game could have been right up at the top of the charts if it wasn't for the poor choice of control keys. You patrol a stretch of seascape in your helicopter, armed with a machine-gun and depth-charges. Below you a tanker is under attack from submarines and aircraft.

The scenery scrolls beneath you as you fly, and you can see what's coming up by keeping an eye on the long-range radar panel. To the east is your landing pad, and to the west lies a volcanic island with a few huts. The ocean lies in between.

The enemy come in from the west

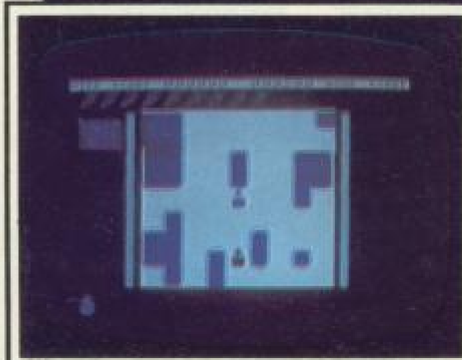


GAME: THE ISLAND
MACHINE: SPECTRUM 48K
JOYSTICK: NO
SUPPLIER: CRYSTAL
PRICE: £7.50

The Island is a text-only adventure that could well end up driving you mad with frustration. Perhaps that's a desirable feature, but if frustration is all you get, then surely there's something wrong.

This program does have its good points, however. The responses are very quick, so at least you don't have to wait for ages between each instruction.

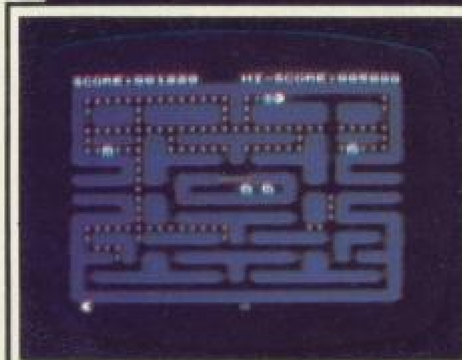
On the other hand, there isn't an awful lot to wait for. If you're used to adventures that give you lots of detail and allow you to examine objects and search rooms then *The Island* will come as a severe disappointment.



GAME: BIMBO
MACHINE: SPECTRUM
JOYSTICK: NO
SUPPLIER: JOE THE LION
PRICE: £5.45

'Joe The Lion' is in fact a performance artist who was immortalized in song by David Bowie. Quite what this rather obscure gentleman has to do with computer software I have no idea – I guess the company just thought it was a catchy name, one that might suggest some eye-catching artwork on the packaging of their products.

Anyway, Joe's offering for the Spectrum is *Bimbo*, and it all seems a bit on the twee side. To start with, the cassette inlay manages to mention just about every software house in the land during the course of a boring and pointless



GAME: PAC-MAN
MACHINE: SPECTRUM
JOYSTICK: OPTIONAL
SUPPLIER: ATARISOFT
PRICE: £14.99

I must admit that my first impression on seeing this game was 'why did they bother?' After all, the Spectrum has been around for a couple of years now and, despite the efforts of Atari's litigation-hungry legal department, a number of companies have produced *Pac-Man*-derived games.

Indeed, Bug-Byte's excellent *Spectres* was a novel implementation that sold very well and proved extremely addictive to play.

But it must be said that the official, Atari-approved *Pac-Man* has a number of things going for it.

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SPECTRUM • SPECTRUM

and, if they weren't enough to deal with, you must also try to rescue the people from the huts when they are threatened by the erupting volcano. You should also try to rescue seamen escaping from the tanker, if you've been careless enough to let it get hit.

Some of the status reports at the bottom of the screen are a bit obscure, and aren't explained, but the display is excellent and the sound about as good as one expects from the Spectrum.

So what about the control keys? You move down, up, and forward using the '3','5', and '7' keys respectively, which isn't exactly brilliant design. Then you must use the '9' and the '0' keys to fire and drop depth-charges, the 'W' and 'R' keys to lower and raise the rope for the survivors, and any key on the bottom row to reverse. All rather too much of a fiddle for a game that needs some very careful manoeuvring.

But if you don't mind twisted fingers, then *Krakatoa* has a lot to offer. **SC**

GRAPHICS	8
SOUND	6
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	7

The vocabulary is limited, and there isn't much for you to do except wander about collecting whatever you find, and only occasionally using your initiative.

What puzzles there are seem either illogical or disappointingly easy to solve. If you really get stuck, I suggest you try breaking the rules.

Working out what is and what isn't possible isn't all that easy since the program won't tell you which words it doesn't understand.

The aim of the game is to, wait for it, find treasure. Most of your time is spent wandering through caves, which tend to lead you back to where you started. There are other islands to explore, but the environment is hostile and premature death isn't easy to avoid.

There's a real-time clock built into the program which will tell you, among other things, how many days you've been playing. Personally I couldn't stick it for more than a couple of hours. **SC**

GRAPHICS	NONE
SOUND	NONE
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	5

story.

The game itself involves manoeuvring a rabbit around a maze, eating carrots and clover and avoiding the pursuing black rabbits.

These last may be delayed by dropping apples in their path, but while the player's attention is on the black rabbits, care must be taken to avoid falling in one of the many pits that litter the landscape.

That's all there is to it – there's no Hall of Fame, no joystick option, and although there are several different skill levels I failed to progress beyond Level 2.

I would put this down to a lack of interest on my part, rather than any intrinsic difficulty in playing the game itself.

The presentation is good, with the user being able to call up the instructions with a single keypress should he or she get stuck, but there's little here to hold your interest. Nice name, shame about the game... **SM**

GRAPHICS	5
SOUND	5
ORIGINALITY	7
LASTING INTEREST	4
OVERALL	5

The aim, of course, is to tear round a maze, gobbling dots and avoiding monsters. I found that keyboard control was adequate, but a joystick is a necessity for those really high scores.

Atarisoft has chosen to ignore the Sinclair Interface 2 and instead has opted for Kempston compatibility, which could cut the sales potential a bit, although it must be said that probably the majority of Spectrum owners have plumped for this particular stick.

Although the four ghosts don't have the 'personalities' of their arcade counterparts, once the first couple of mazes have been cleared the action gets fast and furious enough for anyone.

The graphics are faithful to the original, given the Spectrum's limitations, and all in all this is a fair copy of the arcade favourite. But have they left it too late? And look at the price! Atarisoft is pushing its luck a bit. I can't see too many Spectrum owners being willing to shell out more than a fiver. **SM**

GRAPHICS	7
SOUND	6
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	3

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GAME: NIGHT GUNNER
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
SUPPLIER: DIGITAL INTEGRATION
PRICE: £6.95

If you've ever fancied yourself as a World War Two hero, *Night Gunner* will give you the chance. With this program you can go back in time and try your luck as the gunner and bomb aimer in an Avro Lancaster four-engined bomber.

There are two sections to the game. First, you see the view out of the rear gun turret of the plane and the enemy aircraft moving towards you as you fly to your target. As the tail machine-gunner you must shoot down the enemy before they destroy you.

They swoop towards you in true 3D at an alarming speed with guns blazing from their wings. The damage they inflict on your aircraft can be seen on the pictorial representation of the plane at the bottom of the display. Lose a wing tip or your flight deck and you've had it.

When you've finally made it to the target, you take control of the bombing – just press the 'drop' button and it's bombs away.

Whenever you are flying over enemy territory flak will be fired at you. Its effectiveness depends on how much you weave about the sky.

Fly in a straight line for too long and you'll be blinded by a searchlight and easily shot to pieces.

Digital Integration say that each of the 30 bombing raids are different; I've only managed to see planes, tanks and trucks so far, I've never survived the trucks!

The sound in *Night Gunner* is the most realistic that I've ever heard from the Spectrum: put it through your hi-fi and you'll really believe that World War Two is taking place in your living room.

A game to be thoroughly recommended, offering exciting action for the average arcade player and a tough challenge for the player who thinks he can beat everything. Go and win your DFC today. **SNC**

GRAPHICS	9
SOUND	9
ORIGINALITY	7
LASTING INTEREST	9
OVERALL	9

LORDS OF TIME

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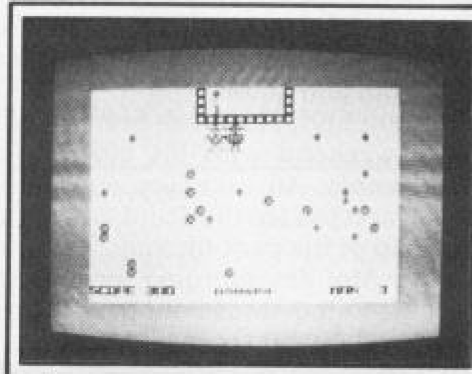


GAME: EXTERMINATOR
MACHINE: SPECTRUM 16/48K
JOYSTICK: NO
SUPPLIER: ALGRAY
PRICE: £5.50

There's a Roman gladiator on this game's cover, attacking swooping eagles with a sword. It's the first clue that things aren't quite right inside. You are in control of a flying saucer flying in formation with a flock of flapping birds!

The birds are shot in the direction of motion using the 'Avian Genetic Mutation Destructor', a vicious weapon which sounds like a squeaking mouse.

Meanwhile, incredibly fast missiles come from the side of the screen. Down 26 birds without losing your five saucers and stage two is unleashed.



You're back on the ground now, a figure wearing a green sweater amidst a minefield of the birds' eggs. Two grinning robot guards with Meccano legs go for you as soon as you're out of a small safe area. With five lives, you collect as many eggs as possible.

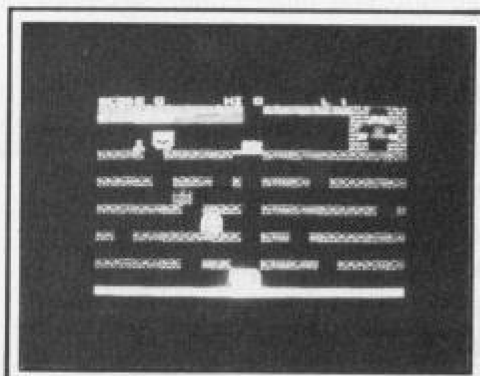
GRAPHICS	2
SOUND	3
ORIGINALITY	7
LASTING INTEREST	1
OVERALL	3

Exterminator's graphics are simple, its sound effects laughable, and its concepts absurd in the extreme. The game is so silly it's interesting, and it deserves applause for sheer audacity. **LA**

GAME: DR FRANKY AND THE MONSTER
MACHINE: SPECTRUM 48K
JOYSTICK: NO
SUPPLIER: VIRGIN
PRICE: £5.95

Dr Franky is pursued by three nasties as he jumps from level to level to fetch a flask from the top of the screen. He must deliver it to the monster, who is in need of refreshment and lives in the top right-hand corner.

Once refreshed, the monster shakes like something in a lager advertisement, and then it's on to the next screen.



The task in each screen is the same, but the layout changes, forcing the player to adopt slightly different tactics.

GRAPHICS	4
SOUND	5
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	4

The opposition are fairly intelligent, and there's a time limit for each screen, although this isn't mentioned in the instructions.

The graphics are acceptable, but only just. They flicker quite a bit, and their movements aren't the smoothest I've seen.

Dr Franky is a creditable attempt for a 15-year-old programmer, but there are better ways of spending your money. **SC**

GAME: XANAGRAMS
MACHINE: SPECTRUM 16/48K
JOYSTICK: NO
SUPPLIER: POSTERN
PRICE: £6.95

This is simply a sophisticated version of *Hangman*, except that instead of getting hung you lose points.

The computer makes up a simple crossword of up to five different words. You're shown the shape of the crossword, and the letters which need to be fitted into it. You start at any position on the crossword and guess the letter.

If you're wrong you lose points, but when you get it right it helps you to make a better guess at the next letter.



The program comes with 5000 words (which on the 16K version can only be loaded 600 at a time). You can choose how many words you want in your crossword and one of three different skill levels according to how difficult you want the words to be.

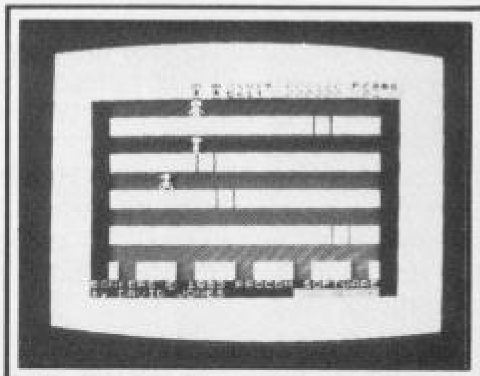
GRAPHICS	1
SOUND	1
ORIGINALITY	6
LASTING INTEREST	2
OVERALL	3

But the game would've been a lot more interesting if the crosswords were a little more intricate. It's hard to see *Xanagrams* being played a lot. **CA**

GAME: BONKERS
MACHINE: SPECTRUM 16/48K
JOYSTICK: OPTIONAL
SUPPLIER: PROCOM
PRICE: £5.50

Five humans have been trapped in an alien space station and you must guide them one at a time to reach the air-locks so that they can escape.

That's the scenario. What actually happens is that you move a little stickman from the top to the bottom of the screen by dropping him through a series of sideways-moving boxes. Then you do the same again four more times.



You are of course being chased by a number of randomly-moving monsters: one to start with, and an extra one for each stage you get through.

GRAPHICS	5
SOUND	4
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	4

If you can get all five of your humans down you get a 1000-point bonus which is fun, and every few stages you are kindly awarded a bonus man.

The graphics are fast, but unconvincing. The game is enjoyable for a bit, but there's not enough strategy to make it a sufficiently interesting long-term proposition. **CA**

GAME: LORD HARRY AND LADY HARRIET
MACHINE: SPECTRUM 16/48K
JOYSTICK: OPTIONAL
SUPPLIER: LOTUS SOFT
PRICE: £5.50

For those who find *Pac-Man* or *Horace* just too vulgar for words this aristocratic variation could provide welcome relief.

The game has an amusing scenario which is matched by pleasant graphics and smooth animation.

A certain Lord Harry has been spending the weekend with his old school chum Dennis. An excessive consumption of claret has led the drunken lord to take a nap in the park on Sunday night. Now it's Monday morning and Harry has to get to the House of Lords for an important debate on home brewing.

This park, though, is confusing. It has four sections, each with four gates. Two vicious guard dogs roam this maze, looking for upper-class meat. Scattered throughout the gardens are mushrooms which Harry must eat to maintain his energy. Pools of water are also a mortal danger to the inebriated peer.

The game begins with a title-page display of a dapper Harry with his top-hat, opera cloak and cane. In the

GAME: THE SNOWMAN
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
SUPPLIER: QUICKSILVA
PRICE: £6.95

I've always found that eating lots of Christmas pudding puts me to sleep, but in this game you eat it to stay awake.

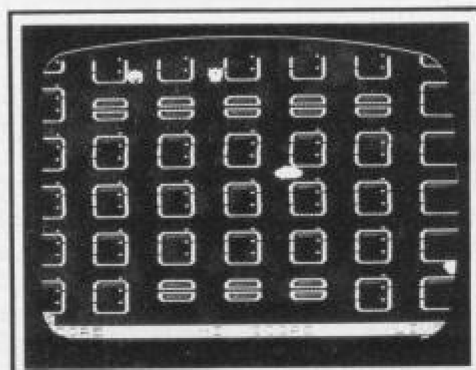
The game is based loosely on the book of the same title by Raymond Briggs. Your aim is to build a snowman and to do this you have to move round a maze of inter-connected platforms collecting objects while avoiding dozing off.

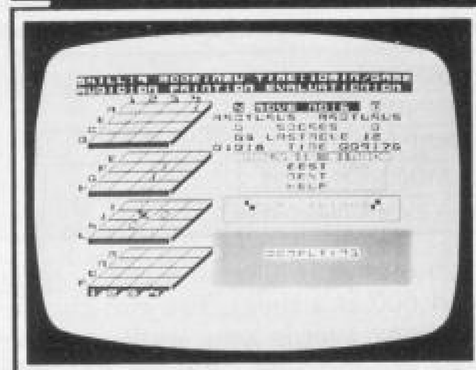
There are four different stages. In stage one you must collect six piles of snow and carry them back to the snowman site.

This part is pretty easy. You won't fall asleep unless you stupidly walk off the end of a platform or run out of energy. And you can avoid the latter by collecting Christmas puddings and dinners which materialize from time to time.

At the same time you're being chased by four 'gas-timers' who will melt any snow you happen to be carrying. But this doesn't matter too much since another pile instantly appears.

Once your snowman is at full size, stage two starts – much more difficult.





GAME: DEATH CRUISER
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
SUPPLIER: NOBLE HOUSE
PRICE: £5.95

A colourful shoot-em-up which takes place on a grid. You have a saucer-shaped ship and are confronted by hordes of multi-shaped and multi-coloured aliens who also move around the grid.

A standard game which can be exciting at the advanced level.

PC

GRAPHICS	4
SOUND	6
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	4

GAME: ARCTURUS
MACHINE: SPECTRUM 48K
JOYSTICK: NO
SUPPLIER: VISIONS
PRICE: £6.95

Futuristic title screen followed by a staggering 25 screens of blurb introduce the intrepid player to a game of...3D noughts and crosses.

The program claims to be difficult to beat, but the PCG editor won at the highest level first time off. Either he's a genius, or this is a duff game.

SC

GRAPHICS	3
SOUND	3
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	2

GAME: HURG
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
SUPPLIER: MELBOURNE HOUSE
PRICE: £14.95

Own up to it, wouldn't you like to write a superb game for your Spectrum? The type that will keep you in pocket money for the rest of your life? Melbourne House have tried to make this easier for you with their 'High-level User-friendly Real-time Games designer', more lovingly known as *HURG*.

HURG is totally menu-driven. Melbourne House describe this as being like a menu in a restaurant with different parts for food and drink. When you ask for food the menu listing the meals is brought. For example if you choose ice-cream then the list giving the different types available is presented.

Unfortunately this means that *HURG* isn't as simple to use as Melbourne House would have us believe. Not only do you have to choose the type of ice-cream you want, you must then go on to choose what size it should be and then go on to choose the sauce.

As you've probably decided for yourself, all these menus do tend to lead to a bad case of 'Help I'm lost' or 'Which menu do I choose now?'.

To be fair to Melbourne House they've tried to make it easy to use: all commands can be entered by using either the up, down, left, right and fire keys or the joystick.

Three example games are included on the reverse side of the *HURG* tape. None of the games will hold your attention for more than a couple of minutes but they may give you an idea of how to go about designing your own games. Incidentally, if you ever wondered what a drunken blue koala looks like, try playing *Manic Koala*.

HURG allows you to design characters of a size up to 4 × 2 character squares. This means that you can have quite detailed alien/player graphics. It also allows you to link together a number of these sprites giving you the animation that your character may require.

For a program that is supposed to help you to design games there is one very big omission – sound. *HURG* offers no sound facilities at all to the user, but if you happen to like nice quiet games this won't worry you, will it?

HURG tries to offer the user too many facilities, making it difficult to use, and the games can be very slow to play. Given a few hours (it took me three) you should be able to get something of your own design working – but don't expect anything too wonderful.



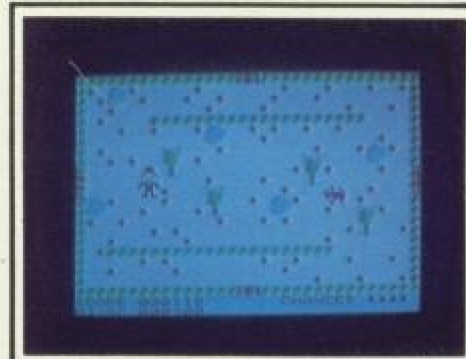
SPECTRUM • SPECTRUM

actual game the hat is flattened and Harry is an altogether more down-at-heel figure.

Harry jogs around the gardens eating the mushrooms and hoping to find the poisoned one which will reveal the whereabouts of the secret exit. Until he does, he must dodge the green trees, avoid the ponds and run from the dogs.

Movement is very smooth and the graphics, without being spectacular, are pretty and colourful. A bonus is that if you don't want to be a male you can have a sex-change merely by turning over the tape; Lord Harry is transformed into Lady Harriet. **PC**

GRAPHICS	8
SOUND	6
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7



The gas flames have been replaced by sleep monsters who put you into the land of dreams at a touch.

The idea in this stage is to collect the snowman's scarf, hat, nose, eyes, buttons and smile, followed in stage three by various items of clothing, and in stage four by six ice-cubes to stop him melting. Complete all four stages and you have to start again with a different maze to get used to.

You have a good choice of control keys, but it's still very hard to move around the screen as fast as you need to.

Never mind. If you buy it now, you'll have all summer to practice. **CA**

GRAPHICS	6
SOUND	5
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	6



GAME: PINBALL WIZARD
MACHINE: SPECTRUM 16/48K
JOYSTICK: NO
SUPPLIER: CP SOFTWARE
PRICE: £5.95

This is an excellent simulation of the pinball game. The display is well-designed and colourful and ball movement is very realistic.

There are two sets of flippers and good sound effects. All that's missing is the feel of the real thing – somehow it's not the same without the big glass-topped table in front of you. **PC**

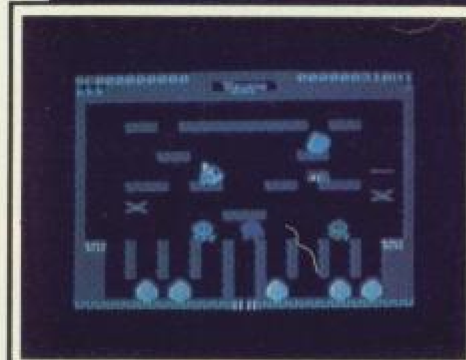
GRAPHICS	8
SOUND	8
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	7



GAME: THRUSTA
MACHINE: SPECTRUM 16/48K
JOYSTICK: KEMPSTON OPTIONAL
SUPPLIER: SOFTWARE PROJECTS
PRICE: £5.95

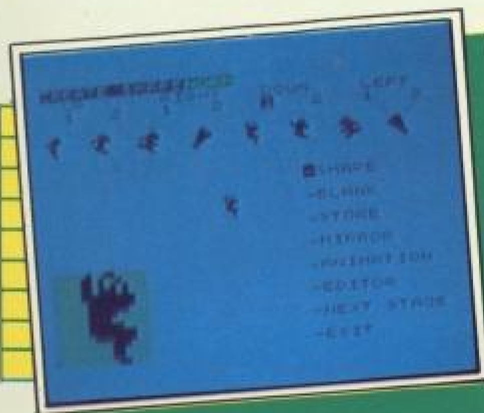
Great fun this one. You push boulders off ledges to squash nasty aliens which keep hatching out down below. You also fire at alien 'guards' and dodge around like the clappers. Nice animation and several different screens of action make *Thrusta* a game that offers just a bit more than the competition. **CA**

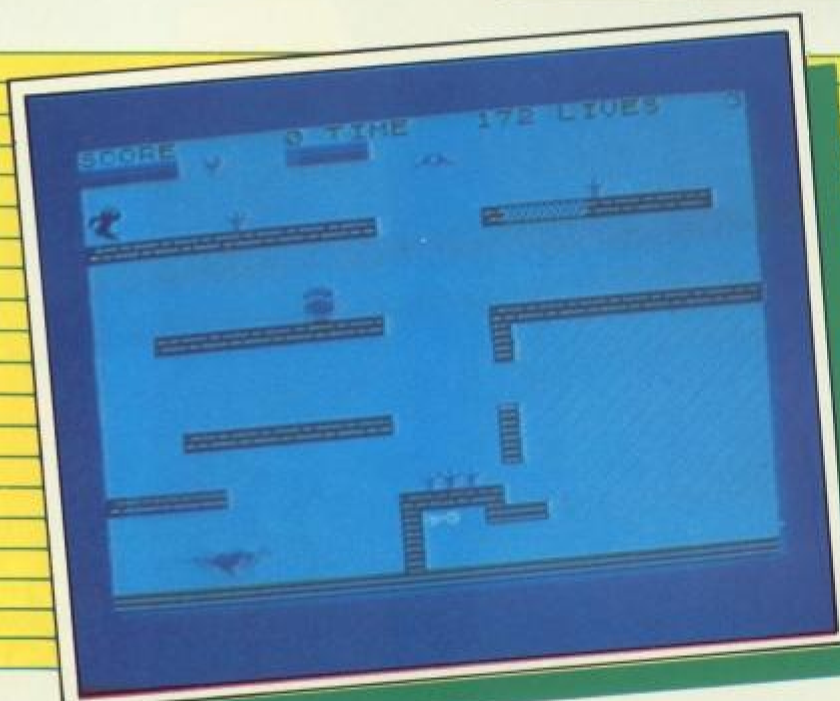
GRAPHICS	8
SOUND	4
ORIGINALITY	8
LASTING INTEREST	7
OVERALL	8

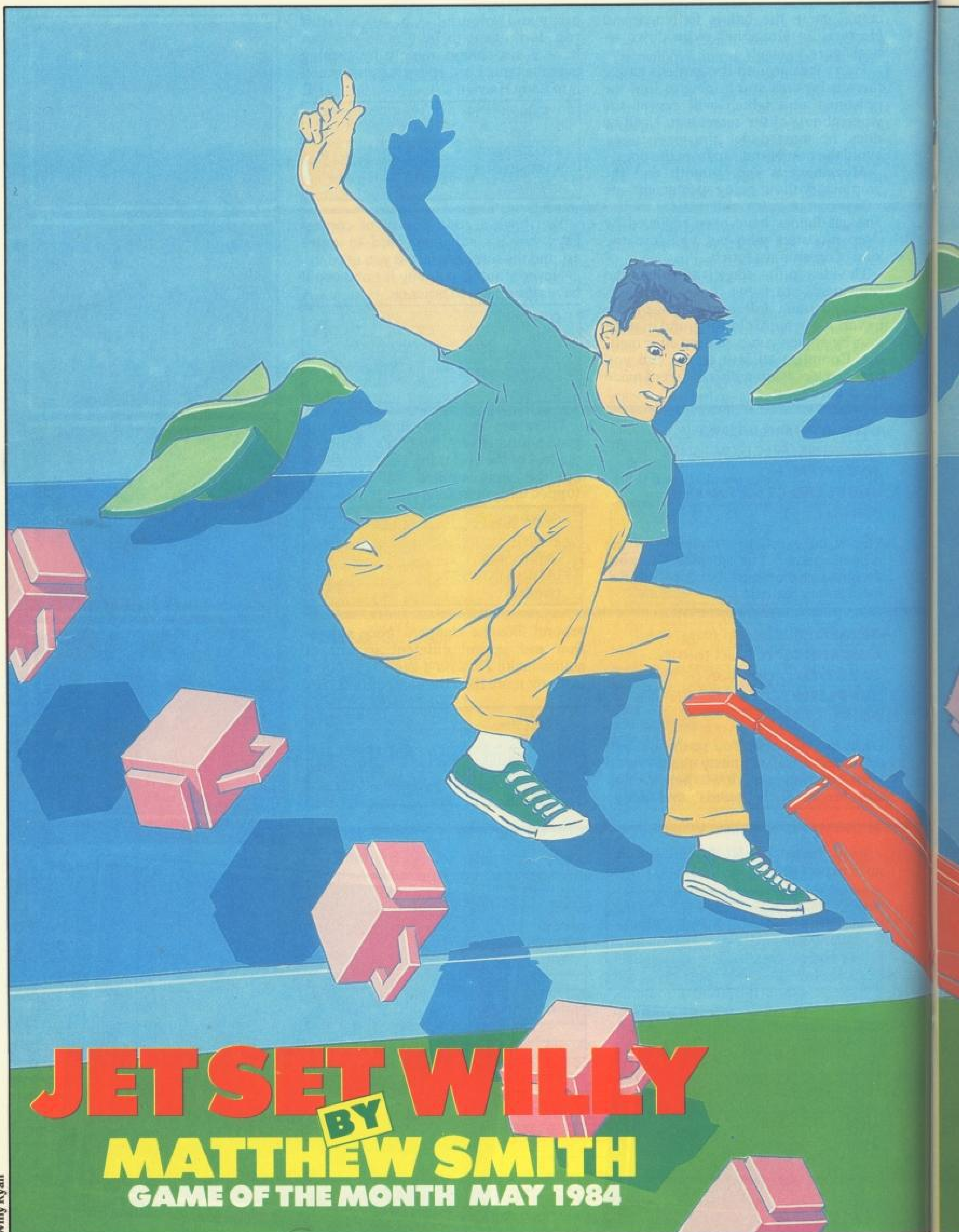


It's a shame that *HURG* doesn't live up to expectations. **SNC**

GRAPHICS	USER-DEFINED
SOUND	NONE
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	5







Willy Ryan



MONTH • GAME OF THE MONTH

GAME: JET SET WILLY
MACHINE: SPECTRUM 48K
JOYSTICK: NO
SUPPLIER: SOFTWARE PROJECTS
PRICE: £5.95

Ever since the Spectrum classic *Manic Miner* took the nation by storm, excitement has been mounting over the promised follow-up. It took ages to come. But it's here at last. And it's sensational.

Jet Set Willy doesn't simply offer more of Miner Willy's whacky exploits, it brings an entirely new game idea to Britain's micros.

Just suppose that after gaining fabulous wealth from his mine, Miner Willy decides to build himself a fabulous seaside mansion featuring no less than 60 rooms and other locations.

Suppose that each of these locations was a kind of obstacle course filling the entire screen and featuring platforms, swinging ropes, conveyor belts and a large number of bizarre creatures to be avoided at all costs.

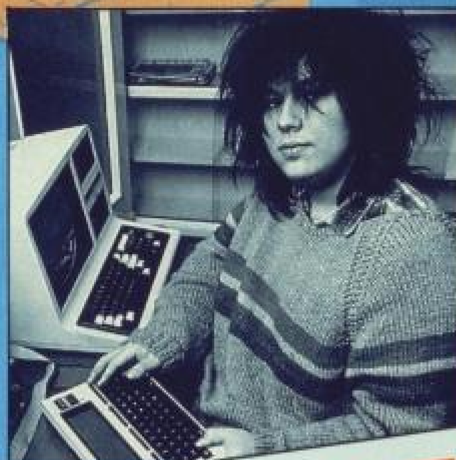
And just suppose that Willy has to move round this mansion collecting objects from each room.

Yes, you guessed. That's the scenario of *Jet Set Willy*.

The game starts with Willy in the bath after a mad party. You're told that all he wants to do is go to bed. But there, barring the way to the bed stands Willy's housekeeper Maria.

What a vast and marvellous creature she is. She stands there tapping her foot, and if Willy moves toward her she raises one arm in a gesture whose meaning is unmistakable: 'You may not pass.' Why not? Because the mansion is in a mess after the party.

So before Willy can get to bed he must go round the entire place collecting all



GAMES EXPERT? NOT ME!

You may not believe this, but *Jet Set Willy*'s 18-year-old programmer Matthew Smith has never come anywhere near collecting all the game's objects. Mind you, he's never been through all 20 screens in *Manic Miner* either. 'The furthest I ever got was screen 12,' he told PCG. 'I program games. I don't play them.'

Jet Set Willy was a marathon effort. While *Manic Miner* was completed in two months, its follow-up took more than six months to program.

'I was working about 12 hours a day, starting at 3pm. Sometimes I'd still be programming at 6am. Towards the end it was getting a bit of a chore, there was just so much to get in.'

Matthew believes that the merging of arcade action into adventure-type plots is bound to continue, and already he's planned a third chapter in the Miner Willy saga called *Miner Willy Meets The Tax Man*. He intends it to have a mind-boggling 250 different screens.

But meanwhile, with massive sales of *Jet Set Willy* guaranteed, Matthew is no doubt preparing for his own encounter with the Inland Revenue.



the dirty glasses and other objects littering the rooms. Off he sets on a task which turns out to be rather a lot to expect from a chap suffering a hangover.

The major criticism of *Manic Miner* was that, despite its 20 different fun-packed screens of action, you could get frustrated by having to work through the screens in the same order each time. You would reach a new screen, rapidly lose your lives, and then have to spend



20 minutes getting back there again.

Jet Set Willy's brilliance is that you can take the action any which way you like. Most of the locations have several different entrances and you can wander into and out of a room without necessarily risking your life to collect the objects it contains.

Of course all the objects have to be collected in the end, but you can decide in what order you collect them. There is one exception to this, caused by a program bug. Entering the attic will make it fatal for you to try to enter certain other locations. You can still complete the game by reserving the attic until last – but it remains a significant blemish which Software Projects must correct as soon as possible.

I was able to find 50 of the 60 rooms without too much difficulty, and they're linked to each other in a logical way which makes it possible (indeed essential) to draw a map of the mansion.

Another feature which makes the game superior to *Manic Miner*, is that the action in each location is not necessarily self-contained.

For example there is an object in a location called the Banyan Tree which seems impossible to reach, until you realise that to get it, you must use a different entrance. By looking at the map of the house which you've been drawing, you can see that the entrance must be reached through the ceiling of the West Kitchen.

Sure enough the West Kitchen does have a platform from which you could leap through the ceiling – but it's impossible to reach. To do so you have to go first to the Main Kitchen. And so it goes on.

In fact, what programmer Matthew Smith has done is to produce the first game which combines the zany action of the platform games with the complex-







ity and intrigue of an adventure.

When you take a walk through the mansion he's created you'll see why it's been months in the making. Not all of the 60 locations have the same complexity as the screens of *Manic Miner*, but the place is astonishing nonetheless.

Moving downstairs and east you will come across a ballroom, hall, front door,





security guard, drive, a mega-tree, bridge and eventually an off-licence. To the west lie kitchens, a cold store, a tool shed, and eventually a beach and yacht. Elsewhere in the mansion you will find a swimming pool, wine cellar, attic, chapel and a series of roofs and battlements.

The action on the battlements is a take-off of the game *Hunchback*, complete with guards armed with spears,



flying arrows and swinging ropes. Buy *Jet Set Willy*, and you get *Hunchback* thrown in for nothing!

Special mention must be made of these ropes, which also appear in several other locations. They swing in the most realistic way you've ever seen and as well as jumping on and off them, you can also climb up and down.

Incidentally, all of Willy's stupendous daredevil feats are achieved with the use of just three control keys – left, right and jump. No knotted fingers here.

In order to fit the program into 48K, the same creatures appear in several different locations. But they are still a remarkable collection, including chefs with waggling knives, rolling eggs, birds, grimacing faces, scorpions, rotating razor blades and a vacuum cleaner.

With this crew protecting the various objects, it's not surprising that Software Projects are offering a large amount of champagne and a helicopter encounter with Matthew to the first person who can collect them all and retire Willy to bed.

And in view of the huge piracy problem, it's also not surprising that they've included a clever protection scheme in which you have to enter a colour code off a card before you can start the game. The idea is that it's harder to copy the card than to copy the program, but it's easy to imagine people buying the game, losing the card, and getting very, very annoyed.

That's a risk you'll have to take, because this game is one you simply can't afford to miss. Enter Willy's mansion. And begin the whackiest, craziest adventure of your life.

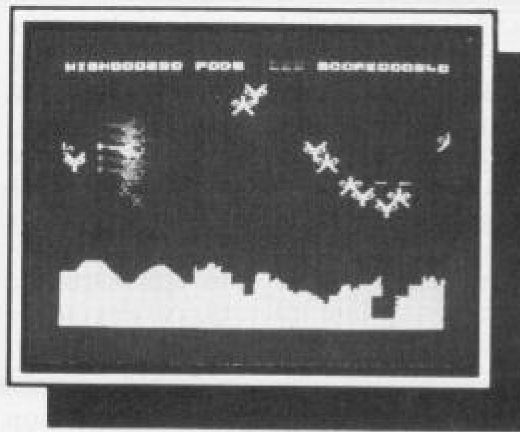
CA

GRAPHICS	9
SOUND	7
ORIGINALITY	10
LASTING INTEREST	10
OVERALL	10



PECTRUM • SPECTRUM

GAME: CHOPPER X-1
MACHINE: SPECTRUM 16/48K
JOYSTICK: OPTIONAL
SUPPLIER: R&R SOFTWARE
PRICE: £5.50



GRAPHICS	5
SOUND	7
ORIGINALITY	2
LASTING INTEREST	5
OVERALL	5

Fasten your safety belts for yet another Spectrum shoot-'em-up.

This time you're on board a helicopter pitted against waves of 'Spinad, Spore and Fusa' which look respectively like waggling scissors, red boxes, and blue octopuses.

You can move your machine up or down as it moves slowly across a boring green landscape. But you'll need one finger constantly on the fire button.

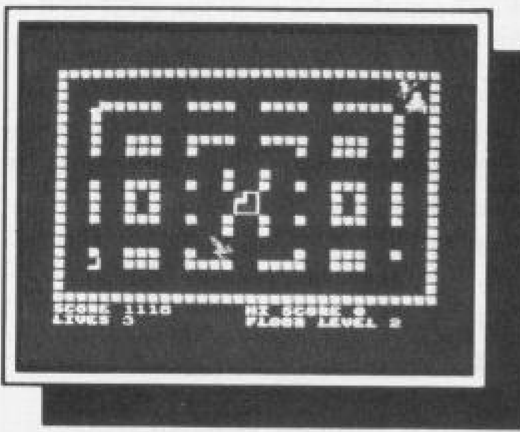
The Spinad, which are the most numerous, bounce diagonally toward you in large numbers.

Meanwhile the occasional Fusa, which floats down screen, must be destroyed before reaching the ground or it will mutate into Spores which attack you from behind.

As a last resort you can use one of your two smart bombs to obliterate everything on screen. But you have only two.

The sound is surprisingly good for the Spectrum, and all in all this is a reasonable game for 16K. **CA**

GAME: HOUSE OF THE LIVING DEAD
MACHINE: SPECTRUM 48K
JOYSTICK: KEMPSTON OPTIONAL
SUPPLIER: PHIPPS ASSOCIATES
PRICE: £5.95



GRAPHICS	5
SOUND	7
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	5

The House of the Living Dead is cut off from the outside world by swamp and woods, but the game turns out to be just another maze chase. The object is to collect four parts of a cross, each at a corner of a storey of the house.

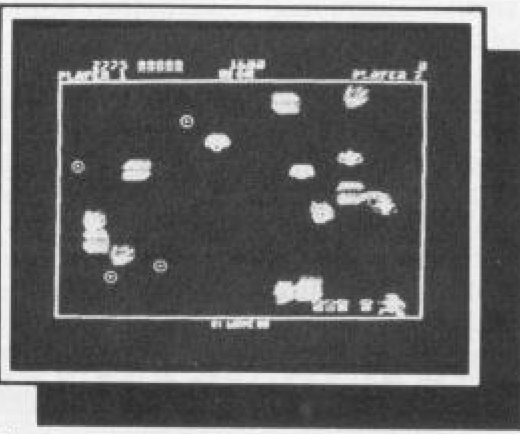
Take each part in turn to the centre of the floor, avoiding evil creatures such as bats, skeletons and moving hands. As soon as the cross is assembled, its divine power destroys the nasties and you graduate to the next floor.

On the first floor, there's just one nasty, on the second two, etc.

House of the Living Dead has clear graphics and eerie sound effects. The idea, however, could have been developed further – for example, a variety of floorplans instead of one.

The scoring system works strangely as well, more points being given the longer you stay on the floor. A decreasing time bonus would have encouraged speed and increased the challenge. **LA**

GAME: DUSTMAN
MACHINE: SPECTRUM 48K
JOYSTICK: KEMPSTON OPTIONAL
SUPPLIER: TIMESCAPE
PRICE: £5.90



GRAPHICS	8
SOUND	8
ORIGINALITY	2
LASTING INTEREST	6
OVERALL	7

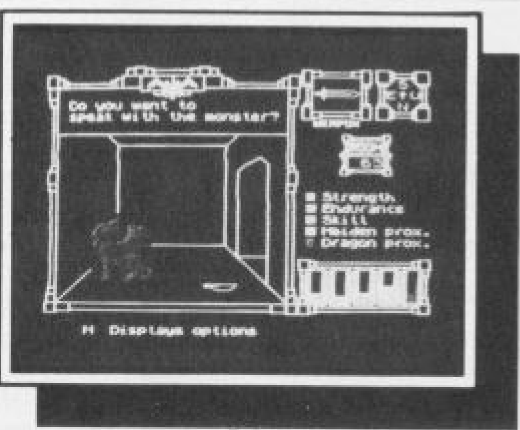
The characters have changed, but otherwise this game is almost identical to Timescape's *Wild West Hero*.

Mind you, both games are excellent versions of the arcade classic *Robotron*. They include the handy feature of automatic firing in whatever direction you're moving – so you can concentrate on the movement.

You are granted a large number of lives, which is just as well because the action is incredibly fast. Your dustman is overwhelmed by a screenful of rapidly changing objects, ranging from wobbling joysticks to scissors to hi-fi racks, depending on what level you're on.

By obliterating certain fixed objects you can get the 'Bin-liner's Friend' to appear. Touching him takes you up a level. The objects are small but their motion is beautifully smooth. The only disappointment is that the action is basically the same at every stage. **CA**

GAME: DRAGONSBANE
MACHINE: SPECTRUM 48K
JOYSTICK: NO
SUPPLIER: QUICKSILVA
PRICE: £6.95



GRAPHICS	2
SOUND	2
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	2

This game is best described as Adventure by Multiple Choice. Your best choice is to steer well clear.

The scenario is familiar. You're wandering through the halls of a monster-infested castle in a bid to rescue Princess Paula.

You're shown a picture of each hall (all almost identical), together with a monster if one is present.

There is no movement, no arcade action. And unlike a text adventure you cannot suggest your own course of action. Instead you are presented with a set number of choices, e.g. fight or run.

Fighting will result in a written running commentary appearing which details the fight's progress and may end with the monster's death or you feeling very weak. The trouble with this kind of program is that it is completely devoid of atmosphere and variety. The choices forced upon you reduce the adventure to a banal affair more in keeping with a Chemistry O-level. **CA**

GAME: WAR 70
MACHINE: SPECTRUM 48K
JOYSTICK: NO
SUPPLIER: CCS
PRICE: £5.95

Another in the series of Cases Computer Simulations *War 70* is a two-player game set in the Napoleonic Wars and is written by M Wheeler.

The cassette inlay boasts that this game received the second prize in the 1983 Cambridge Awards, and I must say that this was well deserved.

The program explains that the year is 1810, the place is Central Europe and England and France are about to go to war over an alleged territorial infringement. Each country has 1,500 troops, comprising line infantry, cavalry, artillery and light infantry.

To win the war it is necessary to capture your opponent's capital city. You achieve this by occupying it for three successive days.

A map of the campaign area is drawn on-screen and is displayed until the opposing forces actually meet. Strategy consists of deciding which of your troops to move (you have nine groups in your army) and play alternates between the two players, with the border colour

GAME: FRED
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
SUPPLIER: QUICKSILVA
PRICE: £6.95

You'd hardly expect the explorer of an ancient maze of tombs to be called Fred, but make no mistake, this chap's a hero.

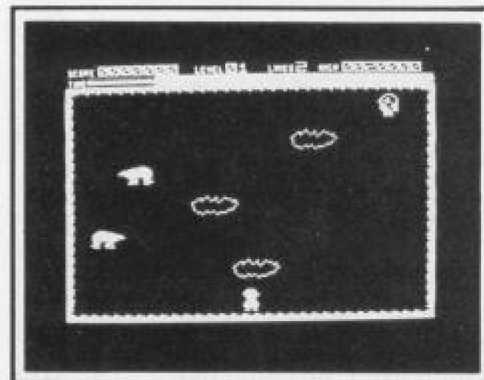
Surrounded by ghosts, rats, acid drips, mummies and chameleons, he has to fight his way out of the maze and pick up treasure at the same time. Makes *Raiders of the Lost Ark* look like a family picnic.

He may not forgive me for saying so, but the nicest thing about Fred is the way he moves. He spends a great deal of his time climbing up and down ropes, and this he accomplishes in great style.

His leaps too are very athletic, done with arms and legs outstretched. He needs to do this to avoid the rats, who otherwise, like all the other nasties, will deplete his power reserves.

Ghosts and mummies, on the other hand, must be shot or fled from, acid drips must be dodged with careful timing and chameleons avoided by taking care which way he faces while climbing ropes.

As you control Fred's movements you can see only a small part of the total



GAME: ESKIMO EDDIE
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
SUPPLIER: OCEAN
PRICE: £5.90

This is a two-part game of which the second is a reasonable version of *Pengy* (slide ice-blocks to crush snow-bees). The first is a simple affair in which you have to dodge a couple of polar bears. Unfortunately every time you lose out on part two you have to go through part one again.

CA

GRAPHICS	5
SOUND	4
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	4

GAME: THE GUARDIAN
MACHINE: SPECTRUM 48K
JOYSTICK: KEMPSTON OPTIONAL
SUPPLIER: PSS
PRICE: £5.95

A bit of a strange game, this one. You control the movement of your craft (the Guardian of the title) around the outside of a square-shaped grid. This has a smaller square inset towards the bottom of the grid.

From this radiate lines that divide the grid into sectors of different sizes. You always stay on the outside edge of this area and any one of the sectors may produce enemy vessels which hurtle towards you kamikaze-style.

These are divided into Trackers (worth 50 points), anti-mines, Swirls and Snarks (10 points each), and just to make things more difficult the Swirls and Snarks are not shown.

Every so often you are faced with a meteor shower, the successful avoidance of which needs quick reflexes but will score you a bonus of 1,000 points.

As an ultimate weapon, any key on the bottom row of the keyboard between 'B' and 'Space' acts as a 'star smasher' and will obliterate any of your enemies that are on the grid at the time.

PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HI

GAME: CODENAME MAT
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
SUPPLIER: MICROMEGA
PRICE: £6.95

Here at last is a game offering convincing 3D space action on the Spectrum. But be warned. It's very difficult.

As ever the Earth is under attack by aliens. For decades the Myons have sought to dominate the Solar System and mankind has had to put its hope in one last project, Codename MAT (Mission: Alien Termination).

A revolutionary space craft, the USS Centurion, has been built. Piloting the craft in battle is beyond any normal human, therefore the combined tactical skills of all the planetary leaders in the Solar System are placed in the mind of a teenager . . . MAT.

Once loaded you are given a choice of six different control options. These include the keyboard and all of the popular joystick interfaces.

You are also given a choice of three game levels. Micromega call level one a practice level but even this will challenge the most dedicated arcade addict. Within each game level you get a choice of game type. Commander is where you control the deployment of planetary defence fleets yourself and Pilot mode gives control of these fleets to the computer.

Your mission takes place in full 3D style. If you are unlucky enough to have an encounter with an alien fleet they will swoop towards you with lasers blazing, rapidly getting larger as they approach. You fire and miss. They quickly vanish overhead, only to continue their attack on you from behind. Luckily your computer can track the aliens – you only have to concentrate on getting them in your sights.

At some time in the game you will no doubt be damaged or need more energy. Repairs to your craft are carried out by docking with a planet or satellite. All of the planets look different. In fact when you achieve orbit around Earth you can see all of the continents below you.

You travel around the galaxy by means of the warp drive. To warp you first have to decide which area you want to move to and place your warp cursor there, then turn on your warp drive and you're off.

To reach the sector you requested you have to keep a diamond within your



SPECTRUM • SPECTRUM

indicating whose turn it is.

If a group moves into a location occupied by the enemy, 'contact' occurs and play switches to a map of the battlefield.

There are various rules governing the movements of various sections of each army. And because each game may take a long time to complete, the current situation may be saved on tape at any time.

Lack of space precludes any detailed analysis of *War 70*, but I found it challenging and absorbing – and certainty infinitely more interesting than most of the arcade clones. **SM**

GRAPHICS	7
SOUND	4
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	7



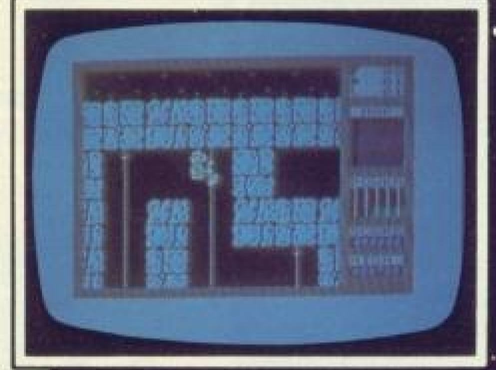
maze and unless you find a map must simply guess at the right path to take. Even if you don't find the exit, you may come across treasure which will prolong your life, and grant you points if you can escape with it.

The maze is different every time you play and if you do escape you get a new one with more nasties.

One nice feature is that a single key is used for Up and Jump. This greatly aids control.

All in all, *Fred* is a delightful game and a delightful chap. Well worth a trip to the tombs to meet him. **CA**

GRAPHICS	8
SOUND	7
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	7



GAME: MOON BUGGY
MACHINE: SPECTRUM 16/48K
JOYSTICK: KEMPSTON OPTIONAL
SUPPLIER: VISIONS
PRICE: £6.95

Nothing like Ultimate's *Lunar Jetman*. Simply another shoot-'em-up in which you get your buggy to fire simultaneously at missiles on either side of you and aliens about you. And you escape trouble by making it leap over craters. Good choice of control keys.

Not at all bad for 16K. **CA**

GRAPHICS	5
SOUND	5
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5



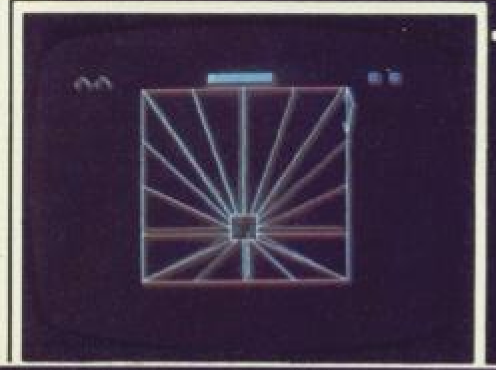
Use of this needs to be regulated carefully – you have only two star smashers, but these are recharged after each successful avoidance of a meteor shower.

The graphics are no more than adequate, and sound is limited to a fairly standard range of 'space laser' noises.

The action certainly gets fast enough, and avoiding the meteors is made all the harder by the relatively large size of your vessel in comparison to the meteors.

But, all in all, I found this a disappointment and I can't see *The Guardian* becoming a well-used tape. **SM**

GRAPHICS	5
SOUND	3
ORIGINALITY	5
LASTING INTEREST	3
OVERALL	4



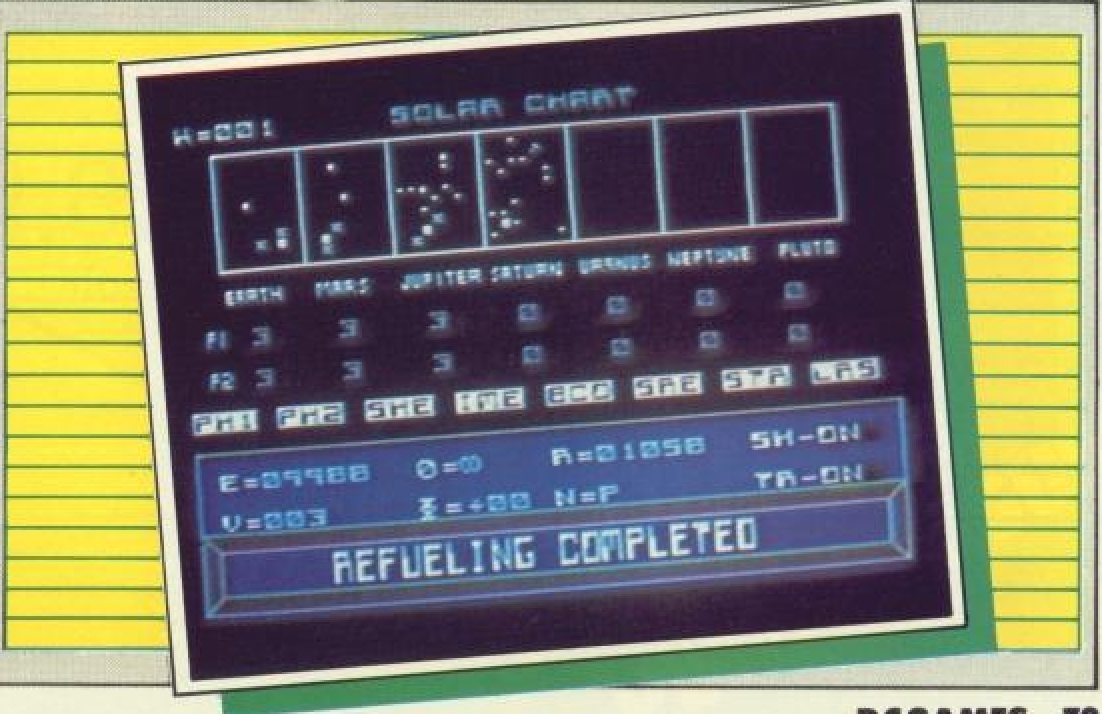
HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

sights. This isn't easy and unfortunately you usually end up nowhere near your target.

MAT appears to be based on the Atari classic *Star Raiders*. It is not a game for loading into your computer for a few minutes fun. You have to be willing to spend quite a long time playing it.

If you're the type of person who doesn't like a lot of control keys then you may find *MAT* too difficult. On the other hand, any time spent getting used to them will lead to some very long and exciting games. **SNC**

GRAPHICS	9
SOUND	7
ORIGINALITY	5
LASTING INTEREST	9
OVERALL	9



Tasket & commodore 64

We're only writing games, and we're only writing for the 64. Rely on us to bring you the greatest games, the greatest concepts and the greatest value.





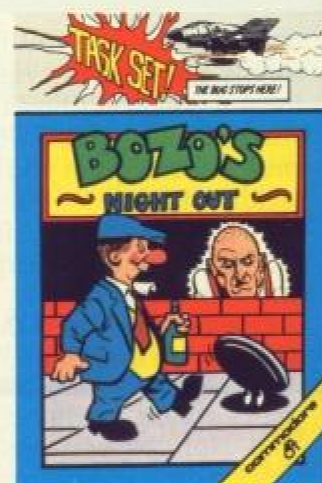
The complete deep space saga. A radical joystick action can bring inspired flexibility and a horrific kill-rate. The outstanding graphics include highly detailed craft and lots more than eight sprites at once. A full music and effects sound track accompanies the action. All these features combine with player options and a top 20 hi-score table to set new standards in hi-tech slaughter.







A brand new character game. Poor old Bozo, all he has to do is to get home after a night out with the lads. That's easy until a wobble becomes a lurch and a stagger. Later into the night, all rules go out of the window as he disbelieves what's happening in front of his blood-shot eyes. An epic journey with ultra-smooth graphics and sprites which run rings round normal games.



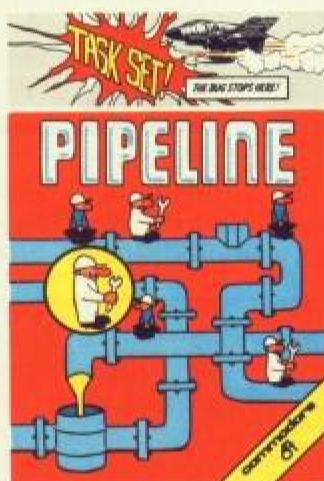
All available now on cassette or disk.

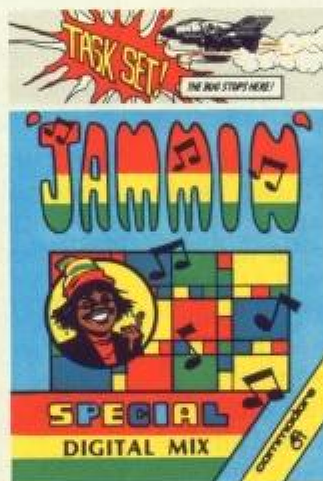
SUPER PIPELINE

Keep the pipeline open. Foreman Fred and Plumber Pete have their work cut out. The evil ladderman drops metal wedges to plug the pipeline – and only Pete can fix 'em. Pete trusts Fred to defend him against the six-legged Venusian pipe spiders and the hard case lobster while he knocks out the plugs and restores the flow. Full accompanying music and effects, options and hi-score table.

JAMMIN'

Unlike anything else, a totally musical game yet highly colourful. Guide Rankin' Rodney through the top 20 mazes – each with an interactive rock sound track. Gather the instruments and make a band but watch out for bum-notes, dischord and that most deadly effect – distortion. If you've never heard the full music capabilities of the 64, grab an instrument and join the band.







COSMIC CONVOY

Just surviving is not good enough in this giant convoy. Control three fighters at once, to defend the huge transporters as they ply between the planets. Only those transports reaching planetfall will gain galactic credits, and no-one expects promotion for losing the entire fleet. Which freighters must be sacrificed to get most cargo to the next planet. Full sound options and hi-score table complete the arcade package.

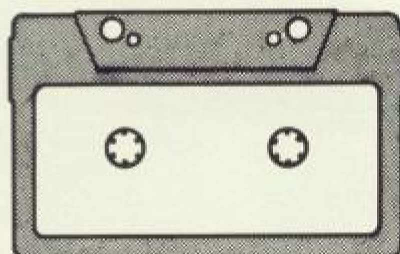
TASKSET LTD – ***The Specialists***

Naturally, everything we've written for the 64 is available on either cassette or disk.

Selected titles available from: W H Smith, Boots, Menzies and all good computer stores.

Major distributors include Microdealer UK, Websters, Centresoft and P.C.S.

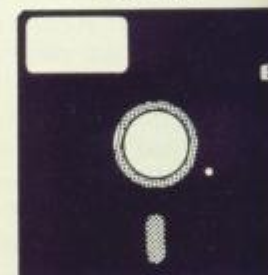
cassette



£6.90 each

each £9.99

disk



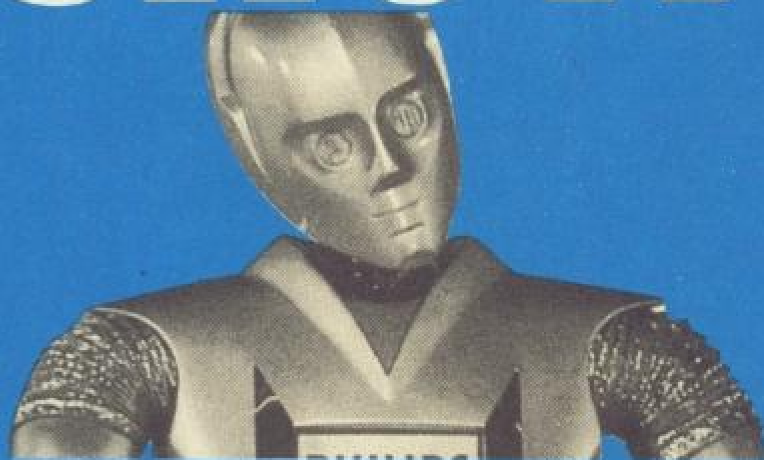
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£1 OFF
Presenting this ad gets you £1 off any one Taskset game. Valid only at the PCG Show



THE PCG EASTER SHOW



The computer games *event* of the year!

- ★ *Top software houses showing off their latest games*
- ★ *Exciting competitions by Ultimate and Atari*
- ★ *Music Marathon broadcast live on Radio 1*
- ★ *Free Bug-Byte games for the first to arrive*
- ★ *Launch of an amazing nationwide war game*

Join the action at
SOLIHULL CONFERENCE CENTRE, BIRMINGHAM
Friday, Saturday, Sunday April 20-22
10am-6pm

★ Admission £1.50

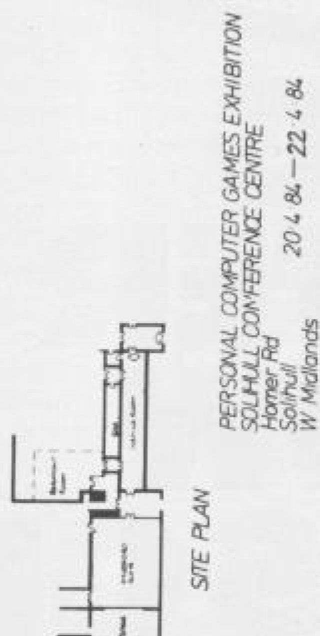
16-PAGE PULL-OUT GUIDE

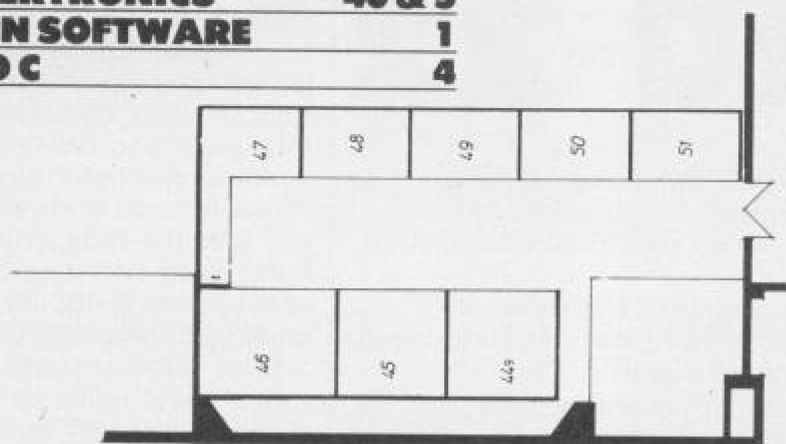


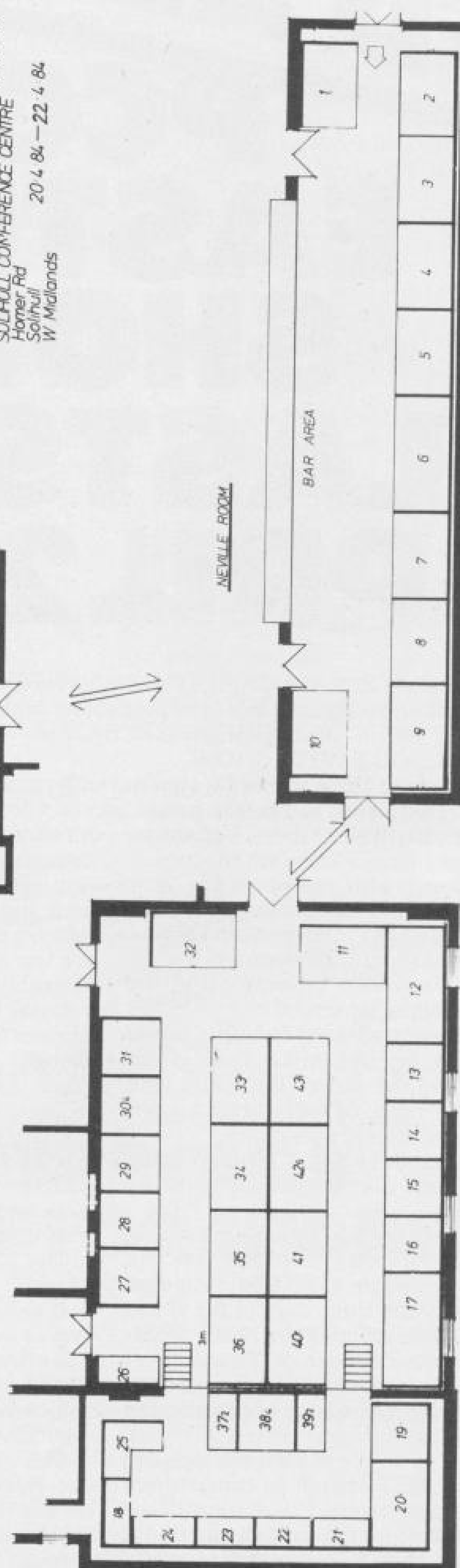
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RED ALERT! RED ALERT!

PCG EASTER SHOW BLASTS OFF APRIL 20-22

ATTENTION ALL GAMESTERS! This is your computer speaking . . . fasten your safety belts and prepare for take-off. Destination – Solihull . . . Event – the biggest games software show on Earth, known to mankind as . . . THE PCG EASTER SHOW.

Yes! It's true! Three whole days packed with competitions, free software, unbelievable prizes, and games, games, games, and MORE games! The latest and the greatest will all be there. You simply can't afford to miss it.

Dozens of major software houses will be on hand with games to fire your imagination and set your fingers twitching. And if THAT'S not enough for you, the Music Marathon broadcast live on Radio One will be bursting on to the stage under the same roof.

That means all your favourite music presented by DJs Mike Reid, Peter Powell and the rest of the Radio One crew, plus many of today's best known music celebrities in attendance.

Now stand by for a more detailed report from our long-range temporal scanners . . .

First, the competitions. Sponsored by Atari and Ultimate, these will give you the chance to win some fabulous prizes on each of the three days of the show. Atari will be offering an Atari 600XL and two joysticks to the highest score of the day on *Pole Position*. If you win, you also get a free copy of the game to play at home.

As we go to press Ultimate was still finalizing the details of its competition, but this company produces some of the best software on the market, and they'll be giving away fantastic prizes, plus of course the chance to try your hand at beating the best scores on some of their greatest games.

However you intend to get to the show (and it's easily accessible by road, rail, and air) you can be sure not to lose your way. Just to make sure that the balloon really goes up, Vision Software are launching a 20-foot jumbo balloon to fly above the building.

If you come by car, there'll be plenty of room to park. Not inside the building, though – that space will already be taken by a gleaming Formula Ford racing car, courtesy of Alligata Software.

Once you've arrived you'll be welcomed by the PCG Droid, a metal marvel with a mind of his own. Have a chat with him on the way in by all means, but don't offer him a drink unless you happen to have a pint of oil handy.

If you're early, the fun starts before you've even entered the hall. The first 100 visitors to arrive carrying a copy of PCG will receive a FREE software cassette from Bug-Byte, producers of great games for a large range of machines.

This offer will be repeated on each of the three days of the show, so that means 300 lucky people will have saved up to £9.50 before they've even got through the doors!

If getting some of the best software bargains around isn't enough for you, then we've got something even more special lined up – the chance to enter 'The Final Conflict'. No, it's not an argument over software piracy, it's an entirely new game, to be played by thousands of people across the country SIMULTANEOUSLY. Full details on the opposite page. This is your opportunity to conquer a planet – don't miss it!

Throughout the show we'll be keeping tabs on the performance of the best-selling programs, and compiling special Top Twenty charts for the occasion. We'll also be running our own quiz

An amazing new g

THE FI
CON



Every once in a while, an event comes along which every game-player in the country should know about. *The Final Conflict*, being launched at the PCG Easter Show, is such an event. By filling in the form on this page you can take part in a national computer game, the like of which has not been seen before. You will join the ruling council of one of four great powers seeking domination of the planet Helix, each council being made up of hundreds of people.

Each month you will study the progress of the conflict as detailed in this magazine and then post your vote stating what action you believe your power should take. Apart from the postage, it will cost you NOTHING to play what promises to be the game of the decade.

The results of each turn will be calculated by our battle computer, and members who show the greatest skill will achieve great power and fame.

The Final Conflict has a completely original method for allowing a huge number of people to take part in a single game.

Because only four teams are in competition with each other, progress should be easy to follow, unlike those mass games in which each player is a separate power to be reckoned with.



ew game in which thousands can take part



Yet there is huge scope in *The Final Conflict* for individuals to play a decisive role. This is because of the way the voting system works. At the start of the game, all players have the same voting strength.

But those who submit the most intelligent moves will dramatically increase their power in future turns.

Each month we'll be printing the names of the most powerful warlords.

The Final Conflict has been programmed by Britain's foremost designer of computer-moderated games, **Mike Singleton.** He views it as his most exciting creation to date: 'It's a better game than *Risk, Diplomacy* and *Apocalypse* combined.'

Mike is right. This game will be big and the time to join is now. All you have to do is to complete the entry form on this page, and send it to us together with a stamped, self-addressed envelope.

We will then send you a full copy of the rules, together with your exclusive membership number – which you will need to submit your vote each month. The opening position and the first voting form will be printed in the next issue, so write away right away.

Alternatively you can join at the PCG Easter Show, where the game's opening position will be on display.

How the game works

Each of the four powers controls a certain number of the planet Helix's 32 countries. The aim of the conflict is to capture more countries – any power which gains control of 16 has won.

A map will be printed each month in PCG showing which countries are controlled by which power and all the other necessary information. Each player must then decide what action should be taken by each of the countries controlled by his (or her) power. The options open on this page are shown in the box.

Using a voting form that will be printed in the magazine, each player will enter his recommendation for what each of his power's countries should do and post it to us. Taking one power at a time, our computer will tot up the votes to work out the power's actual moves. Its move for each country will simply be the one which gets the most votes.

After all four power's moves have been worked out, the computer will use the detailed rules to calculate what effect the moves on the conflict. A new map will then be drawn and printed in the next issue of PCG.

But a key feature is that having worked out the power's moves, the computer will then go back and study each individual's votes to see what would have happened if his power had actually carried out the moves he suggested. After each vote, the ten players in each power who submitted the moves that would have been most successful will gain extra votes.

So if you can predict what moves the other powers are likely to make, and come up with a shrewd counter-strategy, you can quickly become an extremely powerful council member (and achieve great fame in the pages of PCG!).

The Final Conflict

Four super-powers at war:
- The Union of Golathic States
- The Rorkian Federation
- The Commune of Margrand
- The Lorkonist Dominion

Each country the power controls can:
- Build factory
- Build army
- Build missile
- Build missile shelter
- Attack a country with armies
- Reinforce neighbour
- Supply neighbour

The capture of 16 countries wins the battle.

Entry form

Yes, I want to join the Final Conflict.

Name .... **Age**..........

Address ....

....

You MUST enclose a stamped self-addressed envelope with this form. Post it to *The Final Conflict*, Personal Computer Games, 62 Oxford Street, London W1A 2HG

in conjunction with the Music Marathon, using a Currah speech unit to ask the questions and giving you the chance to win some great prizes.

So if you want to take part in the games event of the year, rub shoulders with a whole host of music celebrities and snap up some of the best software bargains around, then strap yourself in, select Warp Factor 9, and point your starship towards Solihull and the PCG Easter Show. See you there!

SUPERSTARS COMPETE FOR CHARITY

Throughout the show we'll be giving rock celebrities the chance to run for their money – literally.

The main aim of the Radio One Music Marathon is to raise money for charity. PCG have arranged with Atari for a special competition to be held between music biz personalities at the show.

The superstars will have to race each other to the finishing line in Atari's stunning game *Pole Position*. Atari will be making a donation to charity according to the highest score achieved during play.

Romik Software have very generously offered to donate £1.00 to charity for every tape they sell and PCG will be asking all entrants to the competitions to make a donation of 10p.

Every penny collected will be given directly to the Nordoff Robbins Music Therapy Centre, a charity that specializes in using music to help the mentally handicapped. We'll be announcing each day how much you've given to help this deserving cause.

Fly the world's deadliest mission!

BLACK HAWK

Black Hawk is the world's deadliest aircraft, but this is the world's deadliest mission...

A strategically vital but vulnerable group of islands are under enemy control and you must liberate them.

Your target is the enemy's main airfield, heavily defended by missiles, gunships and anti-aircraft guns.

Although the speed and firepower of Black Hawk are unmatched, they alone cannot help you win through. On such a mission, strategic skill is the ultimate weapon.

Your on-board computer, with its dual attack and defence screens, will assist you in increasing your strategic loss factor (SLF) and achieving the mission objective. You also have an 8 page scenario to guide you through more than 30 missions.

Black Hawk is one of the most advanced games of action and strategy written for the Commodore 64. You will find it in all major software retailers.



FOR COMMODORE 64

£7·95

CREATIVE SPARKS



Here's the low-down on who and what will be there

WHAT'S ON AND WHERE TO GO

ADDICTIVE GAMES

ROOM: AYLESFORD
STAND: 13
CONTACT: NAOMI WYLDE

'*Football Manager* is far and away the most popular football game on home micros – and we'll be presenting new versions, including one designed for the BBC Micro.'

● **Addictive Games, 7A Richmond Hill, Bournemouth, Dorset BH2 6HE. Tel: (0202) 296404**

ALLIGATA SOFTWARE

ROOM: BEAUMONT
STAND: 50, 51
CONTACT: NICK WEBSTER

'Our exciting new programs for the BBC Model B, Electron and Commodore 64 are being launched for the first time. We have already established a strong reputation for high quality games and home/business utilities. Features of our games are the application of fast-action machine coding, top-quality graphics and imaginative sound effects. These features have been continued with the new range of programs now being launched. And featured on the stand will be the Formula Ford Alligata racing car.'

● **Alligata Software Ltd, 178 West St, Sheffield S1 4ET, S. Yorks. Tel: (0742) 755796**

ANIROG SOFTWARE

ROOM: AYLESFORD
STAND: 37,38,39
CONTACT: LYNNE TAYLOR

'We'll be displaying our latest releases for the Commodore 64, Vic 20 and Spectrum. Pride of place belongs to *Flight-Path 737*, an advanced pilot trainer for the Commodore and Vic 20 with 16K expansion. The arcade games, *Space Pilot, Zodiac, Cybotron* and *House of Usher* are in the usual tradition of Anirog: quality graphics combine with excellent game content to satisfy the desire of the most dedicated games addict. *Star Defender* and *Bongo* for the Vic 20 utilise the full potential of the expanded machine. *Bongo*, with its nine screens and beautiful soft sprites, must be seen to be believed. *Specgraph* is a utility program for the dedicated Spectrum programmer enabling him to design up to 200 user-defined graphics at one time.'

● **Anirog Software, 29 West Hill, Dartford, Kent. Tel: (0322) 92518**

AUDIOGENIC

ROOM: NEVILLE
STAND: 10
CONTACT: DAVID SMITHSON

'As the leading independent supplier of software for Commodore machines, we will be using the Show to exhibit a new range of quality games. Chief among these will be the game you've all heard about – the amazing *Alice in Videoland* – the program that sets new standards in games and graphics programming on the popular Commodore 64! Among the other new disk games on show for the 64 will be *Forbidden Forest* – a PCG game of the month! Look out also for *Frantic Freddie, Pegasis, Aztec Challenge* and *Slinky*. Come and be amazed by the *Koala Pad* – the latest graphics tablet with amazing software that gives you all sorts of facilities for drawing onto the screen in full hi-res colour, and available for the 64 and other micros.'

● **Audiogenic, PO Box 88, Reading, Berks. Tel: (0734) 664646**

CDS MICROSYSTEMS

ROOM: AYLESFORD
STAND: 29,30,31
CONTACT: GILES HUNTER

'Come and see our software for the Spectrum ZX81, Oric and Commodore 64, including educational, arcade and adventure programs.'

● **CDS Microsystems, 10 Westfield Close, Dickhill, Doncaster, S. Yorks DN11 9LA. Tel: (0302) 744129**

COMPUTER BOOKSHOPS LTD

ROOM: NEVILLE
STAND: 7
CONTACT: SUSAN THOMAS

'We are wholesale distributors of personal and home computer books, representing approximately 48 publishers in the UK and US. Our range of software includes games, home packages and some business software for the BBC and Spectrum computers. At the Easter Show we will be launching our new book for the Memotech computer.'

● **Computer Bookshops Ltd, 30 Lincoln Road, Olton, Birmingham. Tel: (021) 707 7544**

CREATIVE SPARKS

ROOM: AYLESFORD
STAND: 11,12
CONTACT: GORDON REID

'We're a brand new company with big ideas! We're showing off our first 10 quality games worldwide on a mixture of cassette and instant-play cartridge for Spectrum, Commodore 64 and Vic 20, and Atari. We think they set new standards in presentation and playability. There's something for everybody – from *Black Hawk* (the world's deadliest mission) to *Slurpy* (biggest appetite ever). If you haven't yet seen our games in the shops, here's your chance to try them – and buy them. We're also previewing a couple of new products not yet released – and there's a lot more to come!'

● **Creative Sparks, Thomson House, 296 Farnborough Road, Farnborough, Hants. Tel: (0252) 543333**

DISCOUNT SOFTWARE SUPPLIES

ROOM: AYLESFORD
STAND: 25
CONTACT: CHARLES ANTHONY

'We offer probably the largest selection of top-selling games software for the most popular home micros at substantial discounts. Software for the Spec-

trum, Commodore 64, Vic 20, Oric and BBC by leading software houses such as Melbourne House, Imagine, Bug-Byte, Crystal, Ultimate, Visions, Llamasoft, Hewson and Richard Shepherd. All prices are discounted and there are numerous special offers and special packs.'

● **Discount Software Supplies, 8 Portland Road, London W11 4LA. Tel: (01) 221 1473**

ENIGMA

ROOM: AYLESFORD
STAND: 14
CONTACT: KAREN WORRALL

'On show will be the games software recently launched by Enigma, catering mainly for the Vic 20 and CBM 64 home user, together with a range of peripherals. Although we are a new company, Enigma is expanding rapidly and will offer an extensive range of games and educational software for most 'home user' micros over the coming months.
In fact, Enigma are currently looking for freelance programmers – see us on stand 14 for further details.'

● **Enigma (Software) Ltd, 208 Aigburth Rd, Liverpool L17 9PE. Tel: (051) 727 8050**

FULLER MICRO SYSTEMS

ROOM: AYLESFORD
STAND: 27
CONTACT: ROY BACKHOUSE

'Over the past three years we have become the major producer of Sinclair computer add-ons, an extensive range catering for every sector of the market. The full range of products on display will include the FDS keyboard, the FD42 keyboard, the Master Unit, the Fuller Box and the Orator. Plenty of stock will be held at our stand, for sale to the public. Our latest keyboard – the FDS – has an incredibly advanced specification, and in the short time it has been available it has established itself as the market leader. The addition of the FDS to a Spectrum widens its horizons as a personal computer.'

● **Fuller Micro Systems, 71 Dale St, Liverpool 2. Tel: (051) 709 9280**

INTERCEPTOR MICROS

ROOM: AYLESFORD
STAND: 35,36,41
CONTACT: RICHARD & JULIAN JONES

'We're the Number One UK producer of Commodore software, and new products released at the show will include *Wheeling Wally goes to Rhymeland* and *Aqua-Naut* – to join existing blockbusters like *China Miner* and *Heroes of Karn*. All our games are now available on diskette at £9.00 each, and you mustn't miss our new releases with speech – generated without extra hardware, which notches up another first for Interceptor. Any items purchased at the show get a £2.00 discount.'

● **Interceptor Micros, Lindon House, The Green, Tadley, Hampshire. Tel: (07356) 71145**

KEMPSTON MICRO ELECTRONICS LTD

ROOM: AYLESFORD
STAND: 19,20,21
CONTACT: AB PANDAAL

'We'll be launching two brand new Competition-Pro Joysticks. Designated the Pro 1000 and Pro 3000, the two new joysticks join the best-selling Pro 5000. Together, the three products will reinforce Kempston's position as the leading supplier of quality joysticks in the UK. All three joysticks in the Kempston range can be used with the Kempston Joystick Interface for connection to the Sinclair ZX Spectrum computer. The joysticks operate directly with computers in the Commodore and Atari ranges.'

● **Kempston Micro Electronics, Unit 30, Singer Way, Woburn Road, Kempston, Bedfordshire MK42 7AF. Tel: (0234) 856633**

LLAMASOFT

ROOM: AYLESFORD
STAND: 33,43
CONTACT: HAZEL MINTER

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CONTACT: MIKE BARRETT

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CONTACT: CHRIS ANDERSON

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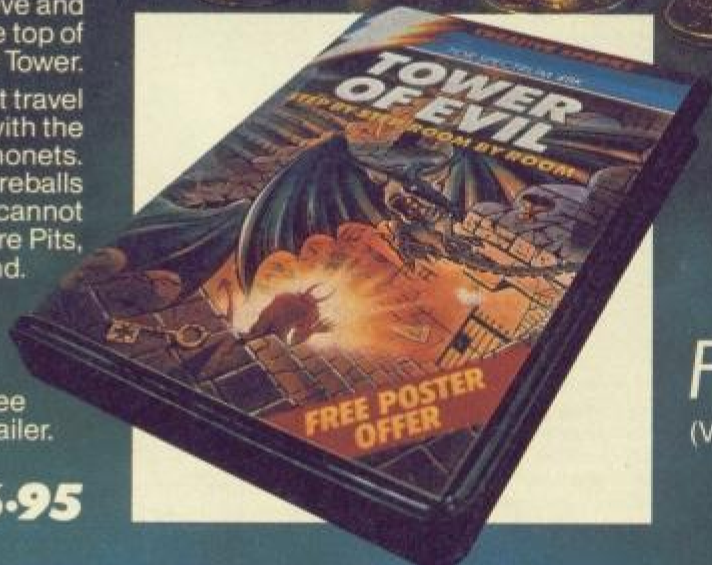
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ROOM: AYLESFORD
STAND: 34
CONTACT: STEVE

'*Blue Thunder* for the 48K Spectrum is the first arcade-quality offering from Richard Wilcox Software. Voted 'Game of the Month' by *Crash* magazine (April 84), it's set to become a top-selling title. If you're a distributor, dealer or individual purchaser – call in and have a chat and see one of the top-selling games of '84. (*Blue Thunder* is just £5.95).'

● **Richard Wilcox Software, 2 Station Road, Hammerwich, Walsall. Tel: (0922) 611214**

ROMIK

ROOM: BEAUMONT
STAND: 46
CONTACT: BOB BARTON

'Romik will be actively backing Radio One's efforts to raise funds for the Nordoff Robins Music Therapy Centre throughout the Easter Show. At least £1 will be donated for every game Romik sell at the show, firstly to purchase a complete CBM 64 system, to which Romik will add their recently-launched Multi Sound Synthesiser and their complete range of games for the 64. The surplus will be passed on as a straight cash donation. Romik will be exhibiting software for 10 micros – CBM 64, Vic 20, BBC, Electron, Spectrum, ZX 81, Dragon, Lynx, Oric and Atari. Over 60 titles support this range including many new releases. The Multi Sound Synthesiser for the 64 (£14.99) is bound to be a big hit. For fast moving arcade games or real-time graphic and text adventures there's no need to look elsewhere – our latest creations will challenge and entertain you.'

● **Romik, 272 Argyle Avenue, Slough SL1 4HE. Tel: (75) 71535**

SOFTRICKS

ROOM: AYLESBURY
STAND: 23
CONTACT: RICKY

'We'll have *Flix*, a new puzzle for the 48K Spectrum, which includes the PCG and Softricks competition. First prize: Microvitec 14" Cub colour monitor; second prizes: Trickstick and interface; third prizes: *Paintbox* software. Prizes will be on display.'

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● **Task Set Ltd, 13 High Street, Bridlington, Yorkshire YO16 4PR. Tel: (0262) 73798**

VISIONS SOFTWARE FACTORY LTD

ROOM: BEAUMONT
STAND: 44, 45
CONTACT: T. KAUFFER/SUSIE QUINN

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ROOM: NEVILLE
STAND: 8
CONTACT: KEVIN PICKERING

'Vulcan Electronics' number one distributor of joysticks and interfaces for all the leading micros, is looking for you – and if you're looking for the best, don't look any further than Stand 8. Whether you're a dealer or distributor or you just want to see us demonstrate our products, drop by the stand – opposite the bar! – and talk to us about how we can help you.'

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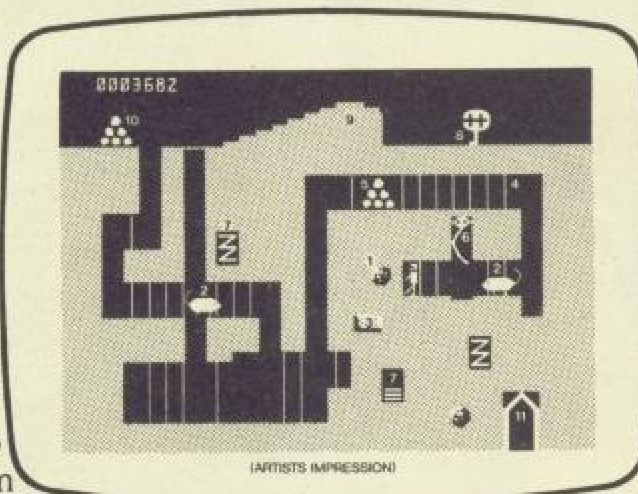
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All the time the Gremlin (8) is busy digging it's way through your waste earth pile (9) to reach the entrance to your mine. Once it does you have no escape!! – so you must stop it getting there by returning to the surface to replenish the main mound (9) with the smaller pile of earth which appears on the surface as you dig (10). The deeper you dig the more points you score – but the further you have to go to replenish that mound! Once all nuggets have been collected, a cave opens (11) allowing you to pass through to the next stage – if you can reach it! This gives you more rats – but less snakes to destroy them with!!



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POWER FROM TH



REVIEWS OF THE LATEST TEXT GAMES

A picture is worth a thousand words so they say, and they can go on saying it as far as I'm concerned till they're blue in the face. When it comes to adventures it just isn't true.

By now I expect half of you are reaching for your pens with every intention of making me Wally of the Month. Don't misunderstand me. I'm not against graphic adventures. It's just that until we get home micros with decent sized memories then every picture is going to *cost* a thousand words, and that means poorly described locations, fewer characters, fewer puzzles, and less interesting games.

There are some exceptions, and we'll be looking at those in future issues. But meanwhile you'll understand why I was so impressed with *Castle Blackstar*, a new Spectrum adventure from SCR Adventures.

This is a text-only game that forms the first part of a series, the Artemis Quests. Although currently only available on the Sinclair, these programs will shortly be available on other machines.

Grand scale

Castle Blackstar is an adventure on a grand scale, in which your objective is to locate a 'power orb' in the castle dungeons and return it to your revered Goddess. On the way you have the chance to collect various treasures which will add to your score.

So far, nothing new. Where this program really scores is in the description of its locations and the large (200-word plus) vocabulary. As you explore the Castle and the caverns beneath it, you really do get a feel for the world into which you have fallen.

My only quibble with SCR's program is that it doesn't allow you to quit the game and re-start. If you enter 'Quit' the game crashes and you have to re-load. Another minor annoyance is that the program doesn't specify which word it is having trouble with when it rejects your inputs, but since the vocabulary is of a decent size this isn't too much of a disadvantage. The program accepts complex commands, and all words may be abbreviated to four letters, plus of course the usual N,S,E,W and so on.



ard | conjures up a magical new section

HE GIANT CASTLE

Okay adventurers, this is IT. Drop everything, take the 'phone off the hook, lock all the doors, drug the cat, and get stuck in to the first of PCG's new monthly adventure specials. You name it, this is where you'll find it. Gossip, hints, reviews, and much, much more. These four pages are about to become the most sought-after location in the kingdom. Don't miss them!

Every adventure we look at will be thoroughly explored and graded, with ratings awarded in four different categories. We'll be looking for imagination, suspense, challenging scenarios and the sort of programming skills that help make a good game into a great adventure.

We shan't be giving away too many secrets (which would spoil all the fun) but we shall try to help you avoid wasting your hard-earned pennies on programs that aren't worth the tape they're recorded on.

Each month we'll give space to reader's comments, so if you've got something to say, let us know. We're waiting to hear about your highest scores, your favourite games and locations – and if you want to mention fantasy fiction, dungeons and dragons, or anything else connected with adventuring, then go right ahead.

Last, but not least, we'll be offering clues to some of the most common problems you encounter. But to ensure that we don't give the game away, these clues will be presented in a special form so you can't read them by mistake. Full details will be found below. So if you *really* get stuck, write and tell us – we may be able to help.

Congratulations for having found your way to these pages. The long and winding road stretches ahead of you. Night is falling, and in the distance you can hear the howling of wolves. Read what follows and you may, just may, survive . . .

The next game in the Artemis series, *Pyramid of the Sun*, should be in the shops this summer.

Trilogy

Recent months also saw the launch of the first game in another text-only series, a trilogy this time, *Mountains of Ket* from Incentive Software Ltd. From the blurb supplied with the cassette you'd expect this to be something really special – 'A giant of an adventure program featuring Combat, Interactive Beings, Monetary system . . .' Unfortunately the game itself doesn't quite live up to expectations.

Mountains of Ket is nicely presented on the screen with good use of boxes and colour to make the text more readable. Input is in the two-word verb/noun format which places a few limitations on the player, especially since the vocabulary isn't that large.

There are some good combat sequences, and the angry reaction of passers-by when you decide to kill someone is a welcome disincentive to mindless violence. However the locations are very scantily described and the atmosphere of the game suffers as a result.

Vivid

Spectrum owners who like their locations to be vividly described, and who aren't content with *Castle Blackstar*, might like to try Melbourne House's *Classic Adventure*. This is a version of the program *Colossal Cave* (or just *'Adventure')*, the game that started it all, back in the days when you used your computer to heat the room and did your calculations on a slide-rule.

Adventurers on most home micros have already had a crack at this classic, thanks to Level 9, but Melbourne House's offering is £3.00 cheaper. How does it compare?

Well, it has to be admitted that the difference in price is reflected in the quality of the program. However, what I liked about Melbourne House's game was that it was subtly different from the original *Colossal Cave*. Even if you're familiar with the older program or one of its modern versions, you could find yourself in trouble in Melbourne House's version.

The locations in this game are excellently described by comparison to most of today's text-only programs, so if you haven't already tried this game, and can't afford the extra for Level 9's version, then *Classic Adventure* looks like a good bet.

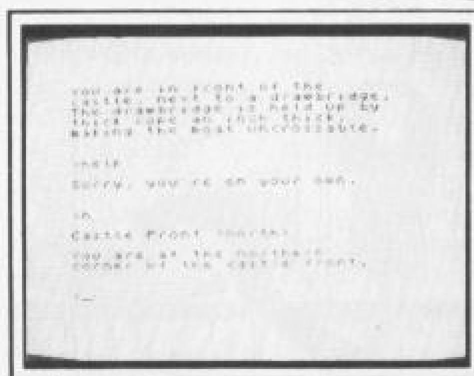
Another text-only program, recently released for the Commodore 64, also shows the influence of *Colossal Cave* in some of its locations. *Island Adventure* is written by Peter Gerrard, whose 'Exploring Adventure' books are reviewed elsewhere on these pages. Peter is a firm text-only fan. 'Graphics detract from an adventure,' he told me, 'because everyone has their own ideas about what the locations look like.'

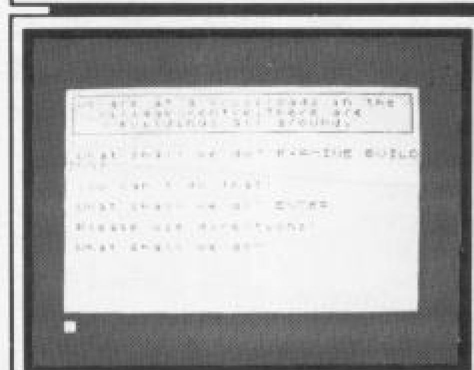
He certainly practices what he preaches in *Island Adventure*, but I felt that the locations weren't sufficiently described to give the reader much idea in the first place. Otherwise the game is of the standard 'stranded-on-an-island-get-as-much-treasure-as-you-can' type, and if you've played *Colossal Cave* you'll find some of the puzzles easier to solve.

Busy

Salamander, who produce adventure programs for the Dragon, BBC and Oric, seem to have been very busy recently. The first *Dan Diamond* trilogy is now complete and the third title, *Fishy Business*, is currently available. By the time you read this they should have released the first program in the second trilogy, *Franklin in Wonderland*, in which the intrepid detective attempts to rescue a damsel in distress. Salamander tell me that reading *Alice in Wonderland* will help you solve the adventure.

The *Dan Diamond* games were notable for their way of displaying information on the screen, with separate boxes







From top: *Castle Blackstar; Mountains of Ket; Exploring Adventures on the Commodore 64*

giving information on your location, input, and items carried. The same lay-out is used in two other new Salamander games, *Wings of War* and *The Cricklewood Incident*.

Refreshing

The Cricklewood Incident is an utterly pointless game that had me howling with laughter some of the time and screaming with frustration the rest of the time. Some of the humour is a little out-of-date (when did you last have a coffee-table nailed to your head?) but like Richard Shepherd's *Urban Upstart* it makes a very refreshing change from the usual dungeons, dragons, and dwarves.

Your quest (if you can call it that) in *The Cricklewood Incident* is to find the Holy Grail, having first left your padded cell where you had been put for safe keeping. There are five levels of play, ranging from Utter Wally to Geoff Boycott (who rates one higher than Superman). You will encounter a number of fascinating characters, including a very tiresome Hell's Angel. The fight sequences are highly amusing, and although the locations are very briefly described, this game stands on its sense of humour alone.

Serious stuff

There isn't much humour in *Wings of War*, the first of a two-part adventure in which you are parachuted down behind enemy lines to steal some plans and escape back to good old Blighty. Serious stuff here, but somehow the simple vocabulary and brief descriptions don't manage to conjure up much of an atmosphere, and the challenge of the game lies more in finding things than in solving puzzles or dealing with other characters.

Wings of War was a first attempt from someone new to adventure programming, and Salamander assure me the second game in the series, *White Cliffs of Dover*, is a vast improvement. Let's hope so.

Dragon owners seem to have been spoilt for choice when it comes to adventures recently. *Klartz and the Dark Forces* is another new release for that machine from Dungeon Software. Described as a 'multi-adventure' it places you in a time capsule and sends you off through the ages to gather relics of the victims of the evil Klartz.

I'm afraid I can't recommend this game. I stumbled across the first relic almost as soon as I'd left the capsule, and the small vocabulary, poor error checking ('Illegal Input. Please Recompute') didn't encourage me to go much further. Even so, I gathered up most of the relics before quitting the program.

Ah well, some you win, and some you win just too easily . . .

This month I've concentrated on text-only games, so next issue I'll be looking at graphics adventures and replying to your letters. If you want me thrown into the Bottomless Pit for being rude about your favourite game, you'd better put pen to paper. I'm quite prepared to cross swords with anyone on these pages, so beware!

The White Wizard



Adventure Ratings

Adventures need special treatment when it comes to ratings, so we've devised a whole new system for them.

Each game will be awarded points in four different categories: Complexity, Atmosphere, Interaction, and Value. Points will range from 0 (Abysmal) to 10 (Sheer Genius).

The first category, Complexity, will be determined by the number of locations in the program, and the difficulty of the tasks presented. The Atmosphere rating reflects the quality of the descriptions of each location, and the standard of graphics if they are provided.

Points given for Interaction will be based on how large a vocabulary the program has, how helpful its responses are, and the type of inputs it can accept. Adventures accepting only two-word inputs, for example, may score lower than those accepting multi-statement commands.

The last category, Value reflects value for money. It is an overall rating of the game that takes all the above factors into account, matches them with the price of the program and its originality, and awards points accordingly. Any game that scores 10 for Value belongs on your shelf. A game that scores 0? Into the waste-paper basket.

GAME: CASTLE BLACKSTAR £8.95
MACHINE: SPECTRUM 48K
SUPPLIER: SCR ADVENTURES

COMPLEXITY	8
ATMOSPHERE	9
INTERACTION	8
VALUE	8

GAME: MOUNTAINS OF KET £5.50
MACHINE: SPECTRUM 48K
SUPPLIER: INCENTIVE SOFTWARE

COMPLEXITY	6
ATMOSPHERE	5
INTERACTION	5
VALUE	5

GAME: CLASSIC ADVENTURE £6.95
MACHINE: SPECTRUM 48K
SUPPLIER: MELBOURNE HOUSE

COMPLEXITY	7
ATMOSPHERE	8
INTERACTION	6
VALUE	7

GAME: ISLAND ADVENTURE £7.95
MACHINE: COMMODORE 64
SUPPLIER: DUCKWORTH

COMPLEXITY	6
ATMOSPHERE	3
INTERACTION	5
VALUE	4

GAME: THE CRICKLEWOOD INCIDENT
MACHINE: DRAGON £7.95
SUPPLIER: SALAMANDER

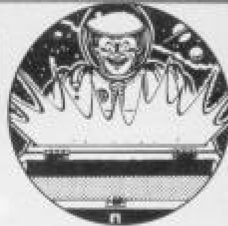
COMPLEXITY	6
ATMOSPHERE	6
INTERACTION	5
VALUE	6

GAME: WINGS OF WAR £7.95
MACHINE: DRAGON
SUPPLIER: SALAMANDER

COMPLEXITY	5
ATMOSPHERE	4
INTERACTION	3
VALUE	4

GAME: KLARTZ AND THE DARK FORCES £9.95
MACHINE: DRAGON
SUPPLIER: DUNGEON SOFTWARE

COMPLEXITY	2
ATMOSPHERE	6
INTERACTION	5
VALUE	4



Two books aimed at the adventure programmer

HOW TO WRITE YOUR OWN GAMES

Most adventurers will have come across the '**Exploring Adventures**' series by Peter Gerrard, published by Duckworth. There are already four books in the series, for the Commodore 64, Vic 20, Spectrum, and Oric 1 computers, and now new editions are coming out for the BBC model B, Electron, and Dragon.

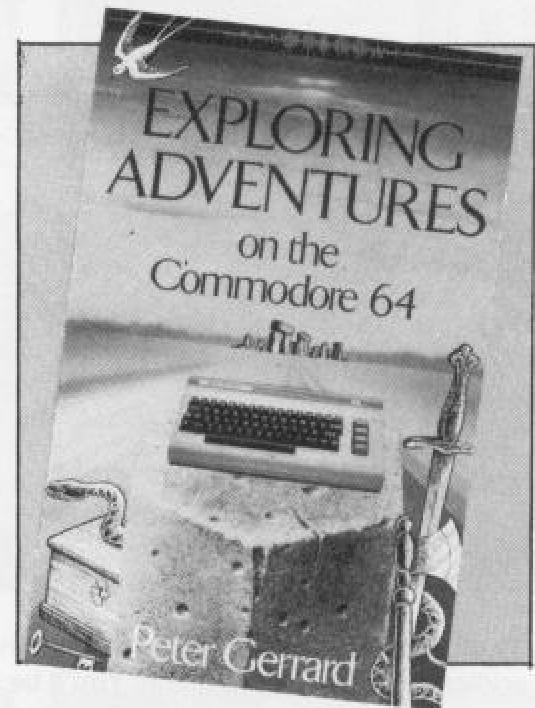
These books are essential reading for anyone interesting in writing adventure programs in Basic. Each comes with no less than three complete adventure listings – *Underground Adventure, Castle-maze Adventure,* and *Tunnel Adventure.* If that wasn't enough for you, the books also go through every routine used in the programs, teaching you the fundamentals of adventure programming as you go along.

The books are well-written, in a friendly and easy-to-understand manner. If you can't face typing in the programs then there is a tape available for some of the machines with the programs ready to load straight away.

The adventures are simple, verb-noun, text-only games, but are still good fun to play. If you fancy something a little more ambitious, you'll be pleased to know that they are bringing out a new series in the summer, covering multi-character, role-playing adventures and the use of machine code. Definitely something to watch out for.

Keith Campbell's '**Book of Adventure**', recently published by Melbourne House, costs £5.95 (£1.00 less than the Duckworth series), but doesn't seem to offer nearly as much. There are listings included for the Spectrum, Commodore 64, and BBC, but only one game is provided.

The sections on programming are clearly written, but because the book is not machine-specific, a lot of space has to be wasted on conversion notes and discussions of different dialects of Basic.



VERDICT: Duckworth books are hard to beat if you want to try your hand at Basic adventure programming. Melbourne House's 'Book of Adventure' is nicely produced but not such good value for money. ●

	1	2	3	4	5	6	7	8	9	10
A	P	G	L	I	A	V	Y	E	F	L
B	L	O	U	O	T	K	E	I	T	N
C	O	G	M	G	A	L	K	A	E	S
D	I	S	T	T	S	O	L	N	E	A
E	E	R	P	C	Y	I	T	S	H	S
F	E	U	N	S	D	T	R	H	O	E
G	P	N	B	T	I	H	R	I	D	N
H	T	K	O	A	D	G	R	A	I	I
I	V	N	E	V	I	S	T	R	A	K
J	W	R	A	P	Y	O	U	T	R	I

How to use the PCG help grid...

Each month we'll be giving clues to some of the more common dilemmas faced by the intrepid adventurer during his quest for fame and fortune. The Clues are concealed in the grid printed above.

To read the clues, note the code printed at the end of each problem (see below). The first part of the code is the co-ordinate of the first letter of the clue, the second part (usually a 2, a 3, or a 4) tells you which letters to read after that. A 2 after the comma would mean that you should read every second letter, a 3 indicates every third letter, and soon.

For example, supposing the code 3B,2 appeared at the end of a problem. You first find the letter on column 3, row B of the grid. Then read every other letter along that row. When you reach the end of a row go back to the beginning of the next row and carry on. If you reach the bottom of the grid, start again at the top.

Don't forget, we don't promise you solutions. Sometimes all we'll do is set you on the right track – we're not going to do everything for you!

Here are this month's tricky situations:

1. How do I get past the snake in Melbourne House's *Classic Adventure?* (Clue Code 1A, 2).
2. How do I get the keys from the shed in Level 9's *Lord of Time?* (Clue Code 2A, 2).

ADVENTURE NEWS · ADVENTURE NEWS ·

Valhalla now on Commodore 64

Big news this month is that Legend's *Valhalla* is now available on the Commodore 64. Price £14.95, and disk owners should note that it is available on cassette only.

Meanwhile, the long-awaited successor to *Valhalla* looks to be a long time in making its appearance. 'Definitely this year,' promises John Peel, spokesman for Legend. *Valhalla* fans should keep their fingers crossed.

A three-pipe adventure

Melbourne House, the company that brought you *The Hobbit*, will be launching their new adventure *Sherlock Holmes* at the end of May.

Paula Byrne, speaking for Melbourne House, said the company had cut down on the number of grahics in the game in order to have space for a more complex scenario. Price and further details have yet to be announced.

Operation Spectrum

MC Lothlorien are bringing out a new adventure for the 48K Spectrum entitled *Special Operations*. In this wartime adventure with seven different objectives, you must first interview and then select a team to accompany you on your mission.

Special Operations is a graphic adventure and changes hands for £6.95. Meanwhile, Lothlorien are bringing out a new adventure for the Oric, details of which were not available at the time of going to press.

Geography lesson

Virgin have just hit the shops with *The Atlas Assignment*. This text-only adventure has the unusual feature of including three arcade-type games in the program. Virgin say the interludes are 'loosely connected' with the adventure, which is otherwise text-only.

Set in England, Switzerland and France, *Atlas Challenge* has you attempting to recover some stolen documents.

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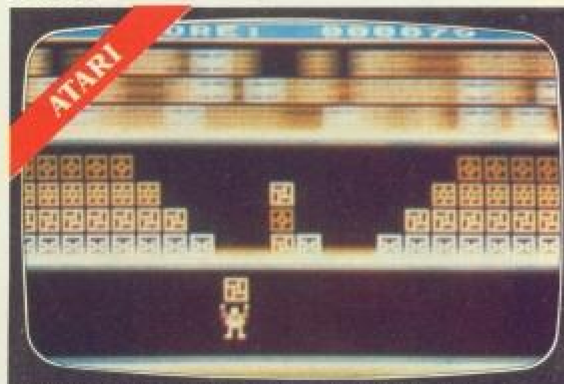
DIAMONDS 16K Cassette/Disk by Simon Hunt. Chase the Great White Diamond in ENGLISH SOFTWARE'S best-selling mining game! 16 levels of play make life very difficult indeed!



JET-BOOT JACK 32K Cassette/Disk by Jon Williams. JET-BOOT JACK, space-age jogger, takes you on a chase through the vinyl vaults of the PRESSING PLANT!



DAN STRIKES BACK 16K Cassette/Disk by Simon Hunt. In the first sequel to the top-selling DIAMONDS, Brian the Blob has stolen the GREAT DIAMOND and hidden it in the deepest vault.



BATTY BUILDERS 16K Cassette/Disk by Manuel D Caballero. Play BATTY BUILDERS and indulge yourself in one of the best non-violent constructive computer game programs ever written.



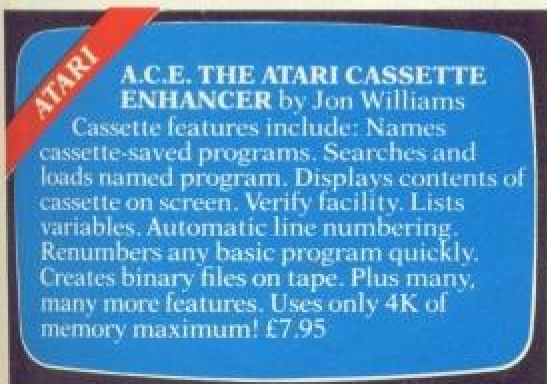
THE ADVENTURES OF ROBIN HOOD 16K Cassette/Disk by Tim Huntington. Join ROBIN HOOD in his efforts to thwart the SHERIFF'S MEN, rescue the bags of silver and plant kisses on the lips of the beautiful MAID MARIAN!



CITADEL WARRIOR 32K Cassette/Disk by Jon Mayers and Ken Farnen. The nations of the world are at the mercy of D-E-A-T-H (Dastardly Earthwide Anarchists and Terrorists against Happiness.) They are out to destroy the security CITADELS with their CYCLOTRON BOMBS!

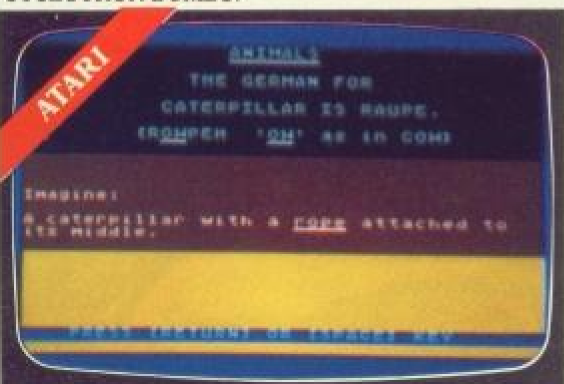


NEPTUNE'S DAUGHTERS 16K Cassette/Disk by Mark J Taylor and Michael Hedley. Designed by Ralph Frumin. Our 1st multi-screen arcade adventure takes you beneath the ocean's waves in search of NEPTUNE'S DAUGHTERS, held captive by the evil Sea Serpent!



A.C.E. THE ATARI CASSETTE ENHANCER by Jon Williams

Cassette features include: Names cassette-saved programs. Searches and loads named program. Displays contents of cassette on screen. Verify facility. Lists variables. Automatic line numbering. Renumbers any basic program quickly. Creates binary files on tape. Plus many, many more features. Uses only 4K of memory maximum! £7.95



GRUNEBERG LINKWORD LANGUAGE SYSTEM: GERMAN 32K Cassette/Disk Designed by Dr Michael M Gruneberg. Program by Steven A Riding. With the use of a unique blend of visual imagery and psychology, it will teach you the basic grammar and more than 350 German words in only 10 hours! Supplied complete with separate audio pronunciation tape. £12.95



THE ATARI GRAPHICS WIZARD! 16K Cassette/32 K Disk by Steven A Riding. THE ATARI GRAPHICS WIZARD introduces you to the wonderful world of ATARI PLAYER (SPRITE) and CHARACTER GRAPHICS! Written totally in Machine Code, it contains: PLAYER EDITOR (SPRITEMAKER); CHARACTER EDITOR, MULTICOLOUR CHARACTER EDITOR.

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debit my Access/Visa No ______

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Address ______





PCG 5·84

The Adventures of Robin Hood	☐	£ 9.95
A.C.E.	☐	£ 7.95
Diamonds	☐	£ 9.95
Dan Strikes Back	☐	£ 9.95
Citadel Warrior	☐	£ 9.95
Gruneberg German	☐	£12.95
Jet-Boot Jack	☐	£ 9.95
Batty Builders	☐	£ 9.95
Neptune's Daughters Atari	☐	£ 9.95
Neptune's Daughters CBM 64	☐	£ 7.95
The Atari Graphics Wizard	☐	£ 9.95

BEYOND

CHALLENGING SOFTWARE

Less than human, far more than mere computer
The *Psytron* controls the massive Betula 5 Installation. When the attack comes, it will cope with defensive demands which would leave a human brain unhinged, computer circuits scrambled.
Damage in any sector of the base must be assessed and its effect on the fabric of the installation calculated immediately.
Human lives will be expended as necessary but if the Psytron ever goes down.

The Sinclair Spectrum has always attracted the best programmers. It's always had the most innovative software: Psion Scrabble, The Hobbit, Jet Pac and now . . .

PSYTRON

Ten screens of stunning graphics, animation which makes other programmers gasp, a 20 page booklet of hints, tips and help with the discovery of each of six levels of play.

"How long can you survive the Final Conflict? A true Psytron would last an hour and a Sinclair Q.L. goes to the first person to match that feat."

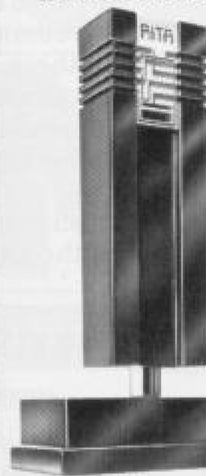

We've just won an award for blowing

g away the cobwebs.

You know the story, the Micro you thought would give endless hours of fun soon becomes a five minute wonder. You get bored and dump it on the shelf to gather dust.

With the introduction of Micronet 800 you now have access to a vast mouth-watering menu of facts, figures and fun.

If we said it was a major breakthrough in microcomputer technology we wouldn't be going over the top.



Just recently at the Which Computer Show we picked up the prestigious RITA award for Systems Innovation of the Year.

RITA is the 'Oscar' of the computer industry. Judged and sponsored by the major forces in related institutes, associations and publications.

Incredibly all it costs is just a pound a week to take up a subscription to the Micronet system. Plus, for most of you, a local telephone call whenever you want to connect up.

Then you've got 30,000 pages at your fingertips, including Computer News Flashes, all that *Prestel has to offer, and Micronet's SwapShop. Where you can buy anything from joysticks to second-hand computers.

Interact with our daily news update. You can even take over the world; competing against hundreds of other subscribers on the system, in our 'Starnet' game.

If we haven't won you over with that then try downloading our wide selection of free games and other tele-software.

Naturally, you can run household accounts, manage businesses, talk to other subscribers nationwide using the system.

The list is endless and so is the fun.

The only addition you need to connect with Micronet 800 is a modem unit.

Apart from that all you'll want is a pen to fill in the coupon for more information. Then we'll have you linked up in no time.

Before the dust settles, in fact.

Please send me the full facts about Micronet 800.

Name ____________________

Make/Model of Micro ____________________

Address ____________________

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Telephone ____________________

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PCG 5

micronet 800

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GAM

You'll find this section invaluable if you're trying to decide which games to buy for your micro. Like everyone else, you've probably been overwhelmed by the vast number of programs to choose from. And the fact is that while some games on offer are truly brilliant, others are a rip-off. You can't decide simply by looking at the cassette cover.

What we've done is to look at the entire range of games available and come up with some which we can whole-heartedly recommend. A considerable number of people have been consulted in drawing up these lists, and we shall constantly be updating them as new games come on the market.

Also each month we take a game from these charts and give it special treatment as our 'Screen Classic'. We give it a page to itself in which we explain what makes it a good game.

The games listed below are not in any special order. Those at the top of the lists are not necessarily any better than those at the bottom.

● NEWCOMERS START HERE

Baffling isn't it? All you did was get a computer to have some fun on, and people expect you to speak an entirely different language. We'll try to help out.

Computer games come in many different types, but these can be divided into a few broad categories.

The most common are ARCADE games. These aren't just games that you see in the arcades, but any game in which you use the computer keyboard (or a joystick) to control directly the movement of characters or objects on the screen. Arcade games themselves fall into several different categories (see below).

Then there are ADVENTURE games. The main difference is that to get things to happen you have to actually type in instructions rather than just press a key to go left or right. This means that adventures proceed at a slower pace. Their challenge is to do with brain-power, not finger-power, and a good one can keep you occupied for months.

In recent months, the dividing line between adventure and arcade games has been blurred, with pictures and even moving pictures being introduced to adventures, and arcade games being written on adventure themes.

Then there are STRATEGY games. Examples of these include games in which you control the fortunes of a country at war. The program might present the player with maps and statistics from which he will have to make his decisions.

MICRO CLASSICS

● **SCRAMBLE** Pilot your ship over mountains through caverns and around skyscrapers, avoiding missiles and meteors.

● **DEFENDER** Fast-moving space game in which your ship does battle with all manner of aliens.

● **ASTEROIDS** Destroy asteroids and alien craft using a highly manoeuvrable ship.

● **FROGGER** Guide the frog across busy roads and crocodile-infested rivers.

● **GALAXIANS** Development of *Invaders*, with the descending aliens cloning and wheeling off to the sides.

● **DONKEY KONG** Climb ladders and jump over obstacles as you attempt to rescue the damsel from the clutches of the nasty gorilla.

● **PAC-MAN** Exciting maze game; eat the monsters or be eaten.

● **MISSILE COMMAND** Protect your cities from the invaders by laying a protective covering of missile fire.

● **SPACE PANIC** Defeat the monsters by bonking them on the head and knocking them through the different levels.

● **CENTIPEDE** Blast the centipede, which splits up as it drops down on you.

BBC GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Planetoid	10.00	Acornsoft	The definitive version of *Defender*
Arcadians	10.00	Acornsoft	An excellent version of *Galaxians*
Meteors	10.00	Acornsoft	Probably the best version of *Asteroids* for any micro
Snapper	10.00	Acornsoft	A fine version of *Pac-Man*
Rocket Raid	10.00	Acornsoft	A fine version of *Scramble*
Starship Command	10.00	Acornsoft	Space game with revolving ship and fragmenting aliens
Hopper	10.00	Acornsoft	Superb version of *Frogger*
Monsters	10.00	Acornsoft	The best version of *Space Panic*
Zalaga	7.00	Aardvark	The follow-up to *Arcadians*, offering great gameplay
Road Runner	8.00	Superior	Car chase maze game
Colossal Adventure	9.90	Level 9	First of a series of huge text adventures with 200 locations
Chuckie Egg	7.90	A&F	Compelling multi-level game with deadly ducks
3D Munchy	4.95	MRM Software	Colourful and unusual. *Pac-Man* derivative
Killer Gorilla	7.95	Program Power	Excellent version of *Kong*
Ghouls	7.95	Program Power	Fast-moving multi-screen platform game
The Mine	7.95	Program Power	Excellent version of *Dig-Dug*; burrow down, collect treasure and avoid the monsters

ORIC GAMES

TITLE	PRICE	SUPPLIER	COMMENT*
The Ultra	6.95	PSS	Multi-screen space game
Xenon	8.50	IJK	Exciting space shoot-'em-up
Zorgon's Revenge	8.50	IJK	Follow up to *Xenon* 1 with the flavour of the Spectrum classic *Manic Miner*
The Hobbit	14.95	Melbourne	Innovative graphics adventure based on Tolkein novel
Colossal Adventure	9.90	Level 9	First of a series of hugely complex text adventures
Mushroom Mania	5.50	Arcadia	Nice version of *Centipede*

LYNX GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Colossal Adventure	9.90	Level 9	Just one of Level 9's excellent range of adventures
Gobble De Spook	9.90	Camsoft	Good version of *Pac-Man*
Backgammon	7.95	Camsoft	Wins often enough to convince you it cheats
Treasure Island	7.95	Camsoft	Simple but quirky adventure with nice graphics
Power Blaster	9.99	Romik	Simple graphics but sizzling action in this maze shoot-out



udy this list of PCG-approved titles

MES WORTH HAVING!

SPECTRUM GAMES

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Jet Pac	16K	5.50	Ultimate	Use your jet-powered man to assemble a rocket and avoid aliens
Lunar Jetman	48K	5.50	Ultimate	The follow-up to *Jet Pac*. Superb – if you can find out what to do
Pssst!	16K	5.50	Ultimate	Use insect sprays to protect your plant from nasty bugs
Manic Miner	48K	6.00	Software Projects	Spectrum classic, with 20 different screens to guide your miner through
Missile Defence	16K	5.95	Anirog	The best of six versions of Missile Command
Zzoom	48K	5.50	Imagine	3D view from a cockpit. Save refugees from attack by planes, tanks etc
Penetrator	48K	6.00	Melbourne House	The most sophisticated version of *Scramble* with 5-level action
Timegate	48K	7.00	Quicksilva	A superlative version of 3D *Star Trek* with a good measure of arcade action
Jumpin' Jack	16K	5.50	Imagine	One of the simplest games, yet incredibly addictive
Scrabble	48K	15.95	Sinclair	A brilliant simulation with an 11,000 word vocabulary
The Hobbit	48K	14.95	Melbourne House	A wondrous graphics adventure, which takes you through the Tolkien book
Valhalla	48K	14.95	Legend	An innovative attempt at an animated, multi-character adventure
Cyrus Chess	48K	9.95	Sinclair	Arguably the best chess game on the Spectrum
Apocalypse	48K	9.95	Red Shift	Complex strategy war game
Maziacs	48K	6.95	DK'tronics	Exciting maze game with nasty monsters
Colossal Adventure	48K	9.90	Level 9	First of a series of highly complex adventures with 200 locations
Android 2	48K	5.95	Vortex	Very difficult 3D version of *Robotron*
Scuba Dive	48K	5.50	Durell	Dive deep to get treasures. Terrific graphics
Fighter Pilot	48K	7.95	Digital Integration	Superb flight simulator with combat features
Ant Attack	48K	6.95	Quicksilva	Amazing 3D graphics as you try to save the girl from the killer ants
Cookie	16K	5.50	Ultimate	Great graphics and original kitchen theme
Halls of the Things	48K	7.50	Crystal	Very fast and difficult adventure/arcade game
Invasion of the Body Snatchas	48K	6.50	Crystal	Best version of *Defender* – but no sound without Fuller soundbox
Chuckie Egg	48K	7.90	A&F	Compelling multi-level game with deadly ducks
The Alchemist	48K	5.50	Imagine	Arcade adventure with excellent graphics
Pi-Balled	48K	6.00	Automata	Smooth version of the pyramid game *Q-Bert*
Deathchase	48K	6.95	Micromega	Exciting 3D motor-cycle chase with superb graphics
Code Name Mat	48K	6.95	Micromega	Demanding 3D space game with with many options
Night Gunner	48K	6.95	Digital Integration	Multi-level shoot-'em-up with excellent graphics
Caesar the Cat	48K	6.95	Mirrorsoft	Brilliantly animated cat-and-mouse game
Chequered Flag	48K	6.95	Psion	Superb motor-racing simulation

ZX81 GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Forty Niner	5.95	Software Farm	Tunnelling game with superb high-res graphics
3D Defender	4.95	New Generation	Blast alien craft as they zoom towards you
Black Crystal	7.50	Carnell	Multi-part graphic adventure
3D Monster Maze	4.95	New Generation	Fight your way through the maze while avoiding T-Rex
Cassette 4	6.00	Orwin Software	8 games including excellent *Scramble* and *Defender*

DRAGON GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Wizard War	6.50	Salamander	Two player game of battling wizards
Franklin's Tomb	7.50	Salamander	An eventful text adventure
The King	8.00	Microdeal	Good version of *Donkey Kong*
Frogger	8.00	Microdeal	Nice version of the arcade classic
Crusader	6.95	J. B. Morrison Micros	Rescue the damsel in distress
Empire	6.95	Shards	Computer version of the board game *Risk*
Cuthbert goes Walkabout	8.00	Microdeal	Fill in the squares to get points
Danger Ranger	8.00	Microdeal	Arcade adventure with *Kong*-style elements
Bloc-Head	7.95	Dragon Data	*Q-Bert* clone on rectangular pile of blocks
Colossal Adventure	9.90	Level 9	First of a series of hugely complex text adventures
Chuckie Egg	7.90	A&F	Addictive multi-level game with deadly ducks
Kriegspiel	6.95	Beyond	Excellent war-game with scrolling map

VIC 20 GAMES

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Lazerone	8K	6.50	Llamasoft	Alien invader game with guns on x, y axes
Matrix	8K	6.50	Llamasoft	High-speed grid game, *Centipede* derivative with unique features
Omega Race	Std	10.00	Vicsoft	*Asteroids* development featuring bouncing force-fields
Gorf	Std	10.00	Vicsoft	Four-screen arcade game with elements of many popular games
Spiders of Mars	Std	20.00	Audiogenic	*Defender* derivative with insect aliens
Satellites and Meteors	Std	20.00	Audiogenic	The definitive version of *Asteroids*
Choplifter	Std	25.00	Audiogenic	Exciting helicopter game, rescuing hostages
Serpentine	Std	25.00	Audiogenic	Variation of the *Pac-Man* theme, with gobbling serpents
Outworld	Std	25.00	Audiogenic	'State of the art' graphics for this *Missile Command* derivative
Space Fortress	Std	6.00	Romik	One of the best 3.5K shoot-'em-ups with multi-screen *Invader* type action
Gridrunner	Std	5.00	Llamasoft	Predecessor of *Matrix*; fast and furious grid game
Jet Pac	8K	5.50	Ultimate	Use your jet-powered man to assemble a rocket and avoid aliens
Myriad	6K	6.00	Vicsoft	Colourful, action packed shoot-up with 99 levels
Quadrant	Std	6.99	Romik	Athletic variant on *Galaxians*, with man jumping and shooting
Star Defence	16K	7.95	Anirog	Excellent version of *Defender*
Chariot Race	Std	6.95	Micro-Antics	Thrilling race-game set in ancient Rome
Bongo	16K	7.95	Anirog	Multi-level game with ladders and girders

ATARI GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Star Raiders	30.00	Silica Shop	A 3D arcade-quality space game
Defender	30.00	Silica Shop	The licensed version from Williams of the arcade classic
Caverns of War	30.00	Silica Shop	A vertical version of *Scramble*
Missile Command	30.00	Silica Shop	This is the best and meanest version of the original
Zaxxon	28.00	Silica Shop	Space-fighter multi-stage game with asteroids and space fortresses
Donkey Kong	30.00	Silica Shop	An arcade copy, superbly done
Qix	30.00	Silica Shop	An intriguing territorial possession game with clear graphics
Preppie	22.00	Silica Shop	Multi-screen arcade adventure featuring a lawn mower and vicious opponents
Choplifter	30.00	Silica Shop	Exciting helicopter game, rescuing hostages
Miner 2049'er	30.00	Silica Shop	A *Donkey Kong* derivative with novel elements
Shamus	30.00	Silica Shop	Multi-screen arcade adventure game
Necromancer	30.00	Silica Shop	Wizard battles through several levels of mystic monsters
Pole Position	30.00	Atari	Superb version of the arcade motor-racing game
Tennis	25.00	Atari	Terrific simulation. Better than Wimbledon
Airstrike 2	9.95	English Software Co	Terrific version of *Scramble*

COMMODORE 64 GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Super Pipeline	6.90	Taskset	Lay a pipeline while fighting off deadly bugs
Jammin'	6.90	Taskset	Strange and exciting game capturing musical instruments
Revenge of the Mutant Camels	8.00	Llamasoft	Follow-up to *Attack*, with camels fighting back and 42 screens
Motor Mania	8.00	Audiogenic	A good road race game
Falcon Patrol	8.00	Virgin	An excellent fighter simulation with a scrolling 3D landscape
Hovver Bovver	8.00	Llamasoft	Suburban gardeners run riot with their mowers in a fast and witty game
International Soccer	9.95	Commodore	Superb soccer simulation on cartridge
Twin Kingdom Valley	9.50	Bug-Byte	Superb animated graphics adventure
The Hobbit	14.95	Melbourne House	Graphics adventure based on Tolkien's book
Forbidden Forest	8.95	Audiogenic/Centresoft	Fight your way through a chilling monster-infested forest
Aztec Challenge	8.95	Augiogenic/Centresoft	Dodge spears, boulders and other hazards in a perilous fight for survival
Megahawk	6.95	Big G	Spectacular 3D space action based on *Buck Rogers* from the arcades
China Miner	7.00	Interceptor	A frenetic multi-level, multi-screen game with great sound and graphics
Jumpin' Jack	8.95	Livewire	Definitive 3D version of *Frogger*
Caesar the Cat	8.95	Mirrorsoft	Brilliantly animated cat-and-mouse game
Savage Pond	8.95	Starcade	Survive aggressive pond-life in your growth from tadpole to frog
Chinese Juggler	6.90	Ocean	Exciting game with great graphics in which you have to keep eight plates spinning
Bumping Buggies	6.99	Bubble Bus	Frantic road-race with strange obstacles

WHERE TO GET YOUR GAMES

Aardvark, 100 Ardleigh Green Road, Hornchurch, Essex
A & F Software, 830 Hyde Road, Manchester M18 7JD
Acornsoft, 18 Tower Street, Covent Garden, London WC2H 9NN
Anirog, 29 West Hill, Dartford, Kent
Artic Ltd, Main Street, Brandesburton, Driffield YO25 8RG
Audiogenic, PO Box 88, Reading
Automata UK Ltd, 27 Highland Road, Portsmouth, Hants PO4 9DA
Beyond, Durrant House, 8 Herbal Hill, London EC1
Big G, Birchall Moss Hall, Hatherton, Nantwich, Cheshire CU5 7PJ
Bug-Byte, Mulberry House, Canning Place, Liverpool L1 8JB
Camsoft, Computers Ltd, 33 Awbridge Street, Cambridge CB2 1UW
DK'tronics, Unit 2, Shire Hill Industrial Estate, Saffron Waldon, Essex CB11 3AX
English Software Co, Box 43, Manchester M60
IJK Software Ltd, 9 King Street, Blackpool, Lancashire
Imagine, Masons Buildings, Exchange Street East, Liverpool L2 3PN
J B Morrison Micros, 2 Glensdale Street, Leeds LS9 9JJ
Level 9 Computing, 229 Hughenden Road, High Wycombe, Bucks HP13 5PG
Legend, 1 Milton, Cambridge CB4 1UY
Llamasoft, Awesome Games Software, 49 Mount Pleasant, Tadley, Hants
Melbourne House, 224 Stanley Road, Teddington, Middlesex TW11 8UE
Microdeal, 41 Truro Road, St Austell, Cornwall PL25 5JE
PSS, 452 Stoney Stanton Road, Coventry CV6 5DG
Quicksilva, 13 Palmerston Road, Southampton, Hampshire SO1 1LL.
Romik, 272 Argyll Avenue, Slough SL1 4HE.
Salamander, 17 Norfolk Road, Brighton, East Sussex BN1 3AA
Shards, 189 Eton Road, Ilford, Essex 1GU 2UQ
Softek, 12/13 Henrietta Street, Covent Garden, London WC2E 8LH
Superior, 69 Leeds Road, Bromhope, Leeds
Taskset, 13 High Street, Bridlington YO16 4PR
Timescape, 1 Virginia Gardens, Fairways, Milngave, Glasgow G62 6LG
Ultimate, The Green, Ashby de la Zouch, Leicestershire LE6 5JU
Virgin, 61–63 Portobello Road, London W11 3DD



N CLASSIC ★ SCREEN CLASSIC

THE ULTRA

An epic piece of intergalactic mayhem for Oric owners

Violent space games are, of course, a thing of the past. You no longer have any urge, do you, to leap into your space capsule, seize the controls and wipe out a few waves of savage alien life-forms?

Oh, you do? Then listen. If you're an Oric owner in search of full-blooded arcade excitement there is a classic little number you could slip into your machine when your little sister isn't watching. It's ultra-mean, it's ultra-dangerous. It's *The Ultra*.

Get one thing straight. This program from PSS has no pretensions to originality. It's descended directly from the *Invaders/Galaxians* tradition, with a spacecraft at the bottom of the screen which can be moved left or right and can only fire straight upwards.

But right from the opening moments when, shooting through hyper-space, you see your spacecraft materialize dramatically in the centre of the screen and then drop into position, you know that the battles you're about to fight are going to be exciting.

The aliens come in waves. And there are no less than 16 different types. It's not just the alien shapes that change. Each new attack wave has a different type of movement and demands different tactics if you're going to survive.

The first wave of green snappers is pretty easy. Just keep your cool and pick them off one by one – they don't fire fast enough to put you in severe danger.

In round two the attackers are grouped in a single formation which swirls round the screen. You can wipe them out by keeping to one side and picking off a column at a time.

The rainbow-coloured attackers of wave 3 are a harder proposition. They follow each other round the screen in a rounded rectangle. You can blast them in succession very rapidly, but it's easy to get trapped by a bullet from the other side of the rectangle.

By now you'll have discovered a serious hazard in using *The Ultra's* spaceship. It overheats if you fire too much. This means it simply isn't good enough to hammer the fire button incessantly. You have to aim. Each time you fire, a temperature gauge at the top of the screen rises. Twelve rapid shots will result in you being completely unable to fire until your gun cools down – this takes about 10 seconds, during which time you're completely defenceless.

To avoid such an event you must fire sparingly and keep an eye on the gauge. It must be said that this feature adds a good deal of sophistication to the action. It's much more realistic than those games in which you blindly pulverise everything with an inexhaustible supply of ammo.

Another welcome feature is that you're granted five spaceships, instead of the usual three. This gives you a chance to get further into the action. You also get bonus ships at 2,000 and 10,000 points.

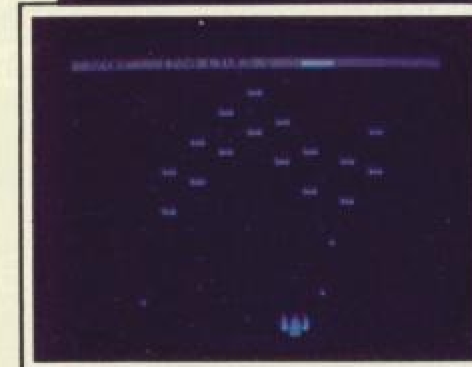
Oric owners aren't exactly spoilt for choice in good games. But this one gives them classic entertainment as good as that offered on any micro.

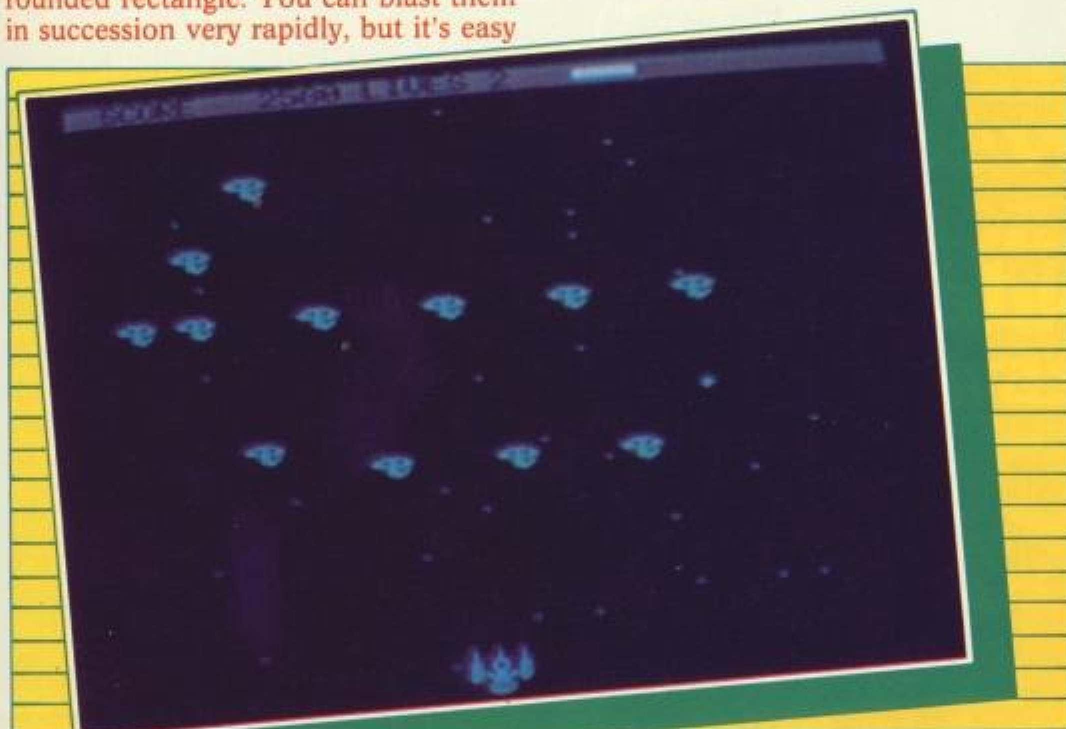












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The school computer's locked up on Friday night, but you want more action ...

MEET T
COMP

'You crease my disk and I'll mash you!' were the first words I heard on walking into Computer Town's Islington centre. 'Who's going first?' someone asked. 'Me,' was the reply, 'they're my disks.' The small room in the North London Polytechnic building was packed with boys and girls from North London, all playing away on an impressive variety of machines. Aliens died, invaders were crushed and spaceships blasted in an atmosphere that reminded me of the Saturday morning film shows of my own distant youth.

Studiously plugging away at waves of *Space Invaders* was 11-year-old Myfanwy Robson of Holloway, one of the many girls at the centre. Myfanwy said she came to the centre mainly to learn Basic, but that she liked to play games in the half hour before the class begins.

Breakout is one of her favourites because, she says, 'it gets harder every time'. Obviously a girl who likes a challenge. She's even written her own game, *Mountaineering*, in which climbers slither down ropes.

An older visitor to the centre was 15-year-old Stephen Kerr of Islington, who was doing something I didn't understand on an expensive Apricot micro. Stephen has had a computer for two years, his present machine being a Spectrum. He yearns for a BBC because 'there's such a lot of good software'.

Like thousands of other Spectrum owners, Stephen's favourite game is *Manic Miner* which he likes because 'every sheet is different from the last'. *Atic Atac* is another game which is presently preoccupying him. So far he's solved 81% of the puzzle.

A puzzle of a different kind was worrying Giovanni Sorrenti, 11, of Highbury. He was absorbed in the task of trying to blast some aliens in *Space Ace* on a Commodore Pet. He complained that 'every time you go for 'em they get out of the way'. Yes, it's tough out there in deep space, Giovanni.

Manaj Patel, a 13-year-old from Finsbury Park, is one of the lucky few who received their Spectrums in time for Christmas. Since then he's been attending on Saturday mornings in order to learn Basic – and play games. Manaj is also an *Atic Atac* fan. He likes it because 'it's quite hard and exciting'. So far he's only solved 55%, but when you're only 13 you don't need to worry too much about time. Other games Manaj finds compulsive are *Ant Attack* and *Mr Wimpy*.

But not everyone was such a relative newcomer to games and computing. Clustered around the Commodore 64 was a group of hardened games addicts, their interest caught by Taskset's *Super Pipeline* – a PCG Hit in March. They liked its originality and variety, and the fact that 'it makes you think'.

Out of this gang of gamesters came two who claimed phenomenal scores on popular programs. Sailesh Panchal said he'd scored 356,760 on his BBC version of *Chuckie Egg*. 'It was addictive,' he said, implying that once you've scored something like that life has little left to offer. *Zalaga*, he said, 'was all right for a few days. But after you get 150,000 ...'

One who had persevered with *Zalaga* was 12-year-old Toby France from Islington. After 'about two days' practice' he amassed a score of 241,000. 'It takes skill to find the pattern,' he said, recommending destruction of first one side then the other.

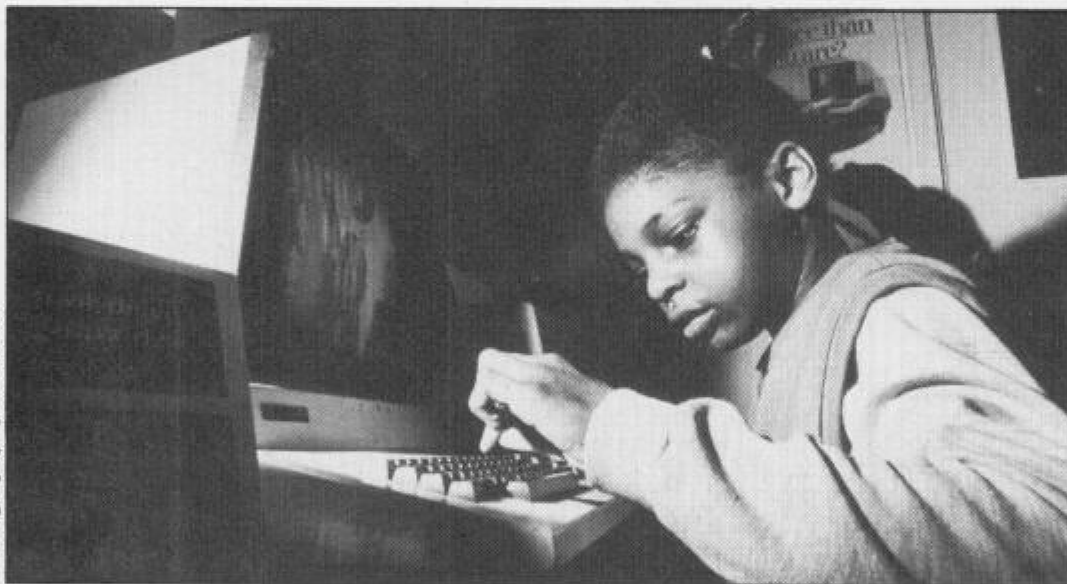
Toby's own machine at home is a Vic 20, which he described as 'a bit corny'. He likes to play *Arcadia*, but I was too envious to ask what he'd scored.

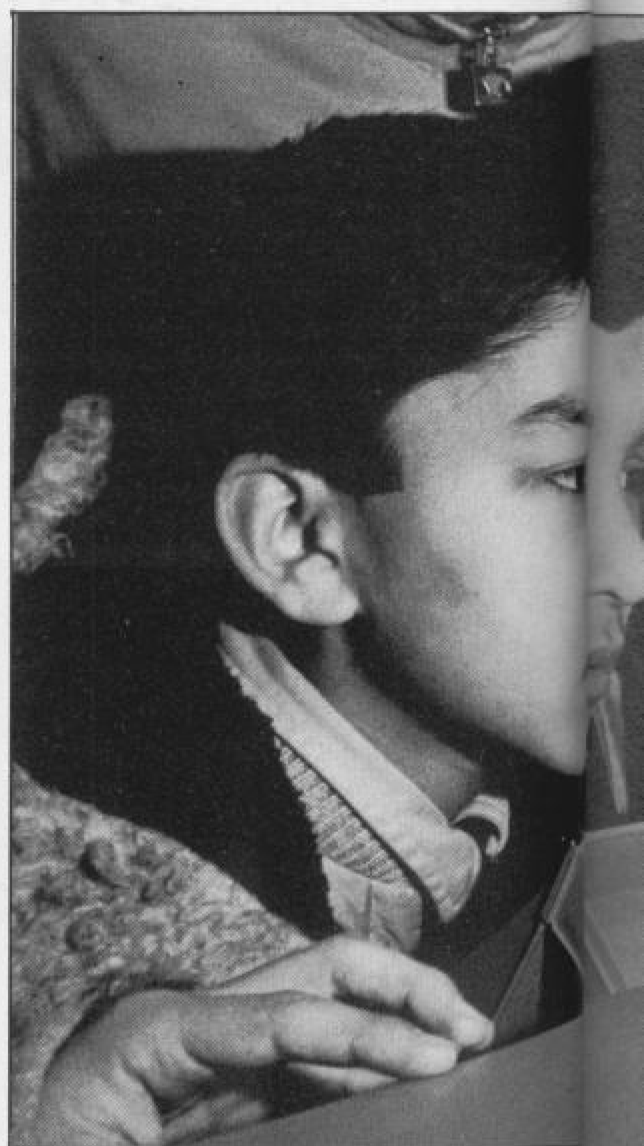
Another Vic-owner is Landes Land, 11, of Holloway. His favourite game is *Jet Pac*, which he likes because 'it has good graphics for the Vic and is very exciting'. Like many other computer owners, Landes pines for a Commodore 64: 'It has better games,' he said, looking wistfully at the machine which was running, 'like *Super Pipeline*'.

As if to prove that computing can be a family affair, two sisters, Afeni and Sinead Neville from Holloway, shared the same micro. Afeni, 12, started coming to the centre because she 'liked



Right: Edward Finn and friend check out a Commodore Pet together
Below: Afeni Neville, playing Android Nim, **wants her own Spectrum**





Photography by Chris Bell



...

Peter Connor meets some Saturday-morning games addicts

T THE KIDS FROM PUTER TOWN

games and my friend started coming'.

She's a bit of a traditionalist – her favourite game is still *Space Invaders* – but if she gets the Spectrum she wants, she might change her preference. Sinead, 11, has already written part of her own game at school – a contest to see who can be the best farmer.

Many of those attending took an hour off from the games to go and continue their classes in Basic. One of the 15 using dual disk-drive machines was 14-year-old Janet Barnet of Highbury, who'd spent eight weeks learning to use commands such as LET, PRINT and INPUT.

A result of this effort is Janet's *Poetry* program, which will produce a word that rhymes with your own name. At home Janet likes to play *Manic Miner* - when her brother will let her near the Spectrum – and *Jet Pac*.

Another keen student of the programming art is Paul Teale of Islington who, at the age of 11, has already decided he wants to be a computer engineer. Although he enjoys a game of *Planetoid* on the BBC, he says 'I'd rather write games than play them'. The first fruit of this ambition is a game in which a dog chases a ball. Well, from little acorns...

Back in the centre's main room more people had gathered around the Commodore 64, this time to watch a game of *Ugh!* – where you have to survive in a dangerous prehistoric world. As I left, the enthusiastic cry filled the room: 'Go on! Get the tricerotops!' I hope they did.





Above: Manaj Patel likes Atic Atac
Right: Myfanwy Robson, learning Basic
Below: Joining forces for Super Pipeline. **'It makes you think...'**



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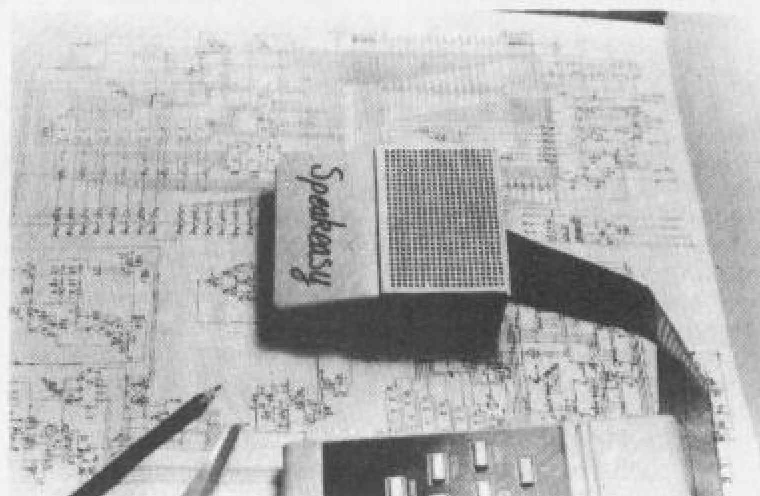
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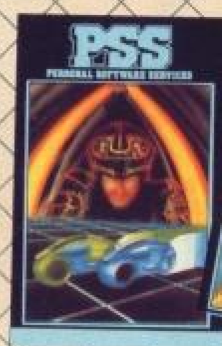
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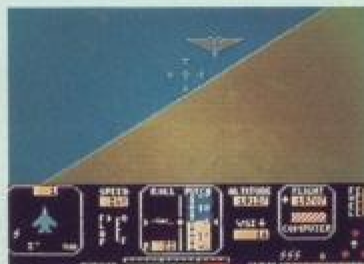
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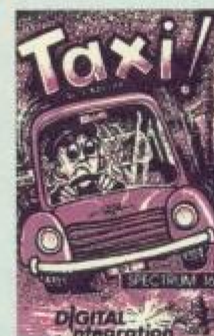
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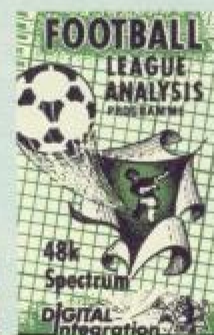
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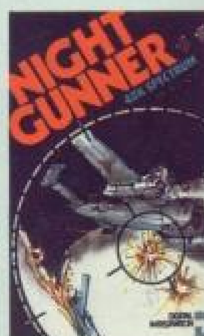
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WRITING YOU[…]

You own a computer, and you've enjoyed playing games on it, but so far you haven't been able to get anywhere with programming it yourself. Maybe the manual is confusing, or it only teaches you to write uninteresting programs full of complicated mathematics.

If that's you, then this series of articles is what you need. Without assuming any programming knowledge at all, each month I'll explain the ideas you need to write an enjoyable game.

You should be able to program these games no matter what micro you own, because I've used the parts of the programming language Basic which are common to all home computers.



This month's game is called *Memory Trap*, and because it's the first example, it's not too complex. Flashed on the screen for a brief moment is a random six-figure number. If you can remember it exactly you score points and get another turn.

Language

So how do you start programming this? A program is simply a list of instructions written in a language which the computer can understand.

The important thing to remember as you write these instructions, is that the computer will do exactly what you tell it to – no more and no less. So you have to be precise when you write the instructions or the result won't be what you expect.

For example, suppose you want to start your program with the title of the game coming on to the screen with a few stars to make it look prettier. To get the computer to do this you must break down this simple task into three stages:

(1) Clear the screen of everything else
(2) Put on screen the game title
(3) Add the stars

These three instructions are at present written in English. Let's now write them in Basic. To tell the computer to clear the screen, you use the command CLS (as in CLear Screen). Your computer understands that when these three letters appear together in a program it must respond by blanking out the screen. The Commodore 64 and Vic 20 use a different command: PRINT "[CLR]". This is done by pressing the keys [CLR] and [SHIFT] simultaneously.

Since this is the first thing you want the computer to do, you should enter it as instruction number one, like this:

```
1 CLS
```

Type this line into your computer exactly as it stands. (If you own a Spectrum or ZX81 the command CLS, along with all other Basic commands, will appear on screen by touching a single key. Owners of other computers type in the letters separately.) After you've typed it in, press the [Enter] or [Return] key. This tells the computer that the instruction is complete.

Did the computer clear the screen when you pressed [Enter]? No it didn't. It wasn't meant to, because what you're doing at the moment is only giving the computer some instructions – you haven't yet asked it to act on them.

Learning to PRINT

Instruction 2 is to put the title of the game on screen. The Basic command for this is PRINT, followed by the name you want to put on the screen. However, you must type the name inside quotation marks (""). So type in this:

```
2 PRINT "MEMORY TRAP"
```

and tap the [Enter] key.

The computer of course doesn't understand the words MEMORY TRAP. It simply understands that whatever is placed between the quotation marks must be put on the screen.

If you want to add some stars, you must type in a third instruction:

```
3 PRINT "***********"
```

and again press [Enter].

You now have in your computer's memory a three-line program. If it's the first program you've ever written, you really should run it immediately to see what it does. To do this type the command: RUN (followed as usual by [Enter]).

The result, hopefully, is the following printed in the top left-hand corner of the screen:

```
MEMORY TRAP
***********
```

This will be followed by a message from the computer such as "OK" or "Ready", which is to tell you that it has done what you asked and is ready for further instructions.

If this isn't what happened, check carefully to make sure your program is exactly right. To get the computer to reprint your program on the screen you simply have to enter: LIST. If there's a mistake in one line, retype it carefully. The computer will delete from its memory the old instruction of the same number, replacing it with the new one.

Coping with changes

Before we move on, there's an important point to be made. Suppose, after seeing your program run, you wanted to make an alteration – like printing "Awesome Software presents . . ." before the game title.

This is easy enough to do. It just means adding another PRINT instruction between line numbers 1 and 2. The trouble is, what number could you give it? You couldn't call it 1.5 – your micro wouldn't understand. The only answer would be to retype the program, renumbering lines 2 and 3 as 3 and 4, and then adding the new line 2.

Unfortunately computer programming always involves lots of changes as you go along, and it would be quite impractical to retype the whole program each time. So to avoid this it's much more sensible to leave a gap of 10 between each line number so that there's room for plenty of additions.

The point is, it doesn't matter in what order you type in the lines of a program. The computer will automatically store them in the order in which the line numbers go. (Incidentally, if you enter a Basic instruction without a line number, the computer won't store it in the program at all. It will try to act on it immediately.)

So let's start again. First get rid of your program by entering the command NEW. Then retype your program so that it



ies for the complete beginner, Chris Anderson shows you how to get started.

R FIRST GAME

reads like this:

```
10 CLS
20 PRINT "MEMORY TRAP"
30 PRINT "***********"
```

Now if you wanted to you could print a new instruction as line 15, and the computer would carry it out between lines 10 and 20.

Letters for numbers

So much for the basics, now let's hit the real action. We need first to be able to print on screen a random six-figure number. Let's start by printing one particular number, say 654321. You could of course do this just by typing PRINT "654321". But there is another way which will turn out to be much better. Try typing in the following lines.

```
40 LET N = 654321
50 PRINT N
```

Line 40 introduces the LET command. It allows you to replace numbers by letters. If you've done any algebra at school, you'll understand. If you haven't, think of it like this. Imagine that in the computer's memory are a row of labels each marked by a letter. When the computer sees the instruction LET N = 654321, what it does is to write on the label marked N, the number 654321.

From then on, instead of referring to the number, you can simply refer to the letter N. Every time you do this, the computer will go to the N-label, and read off the number there. So in line 50, instead of saying PRINT "654321", you can simply say PRINT N. The computer will then print the number which N represents. (If you wanted it to print the letter N, you would have to put it inside quotation marks: PRINT "N".) RUN the program to see for yourself.

Programming pauses

That's put the number on the screen. But we only want it there for a brief moment. So how do we take it off? The simplest way is to put in another CLS instruction. So add this line:

```
60 CLS
```

Now try RUN the program again.

Oh, dear. It seems to have gone badly wrong. All that happens now is a quick flash on the screen which disappears before you have time to read it. What's happening of course is that, because of the speed at which the computer works, it's carrying out line 60 before you've had time to look at what's gone before.

So we need some means of getting it to pause. Simple. Just add these two lines:

```
55 FOR T = 1 TO 500
56 NEXT T
```

This FOR-NEXT instruction is a very powerful one that we'll be using more fully in later games. All it does here is to cause the computer to do an internal count up to 500. It's absolutely pointless, except that it does take up some time and will therefore give you a chance to see what's on the screen before it's cleared.

By changing the number 500 to some other number, you can proportionately alter the time the computer spends counting. You should adjust this number to suit your own machine, so that the number stays on just long enough to be read.

Incidentally, the letter T could be replaced by any other letter (except N which has already been used) – so long as you change both lines 55 and 56.

If you LIST your program, you will find that lines 55 and 56 have been placed before line 60, which is what we wanted – a pause before the screen is cleared.

While we're on the subject of pauses, it would be nice to have one earlier in the program before the six-figure number is printed. Try adding these lines:

```
33 PRINT
34 PRINT "GET READY"
35 FOR T = 1 TO 1000
36 NEXT T
```

Now when you RUN your program, you should have the "GET READY" message as a warning that the number is about to be flashed on screen. Line 33 is there to print a blank line to make the actual display appear further down.

Numbers at random

All very well and good. But it won't be much fun if you have the same number put on the screen each time you play the game. What we want is a random six-figure number put there. No problem. All home computers have a random number generator, although the commands you need for it are slightly different for each machine.

The BBC and Dragon are simplest. Just type:

```
40 LET N = RND(1000000)
```

This line will generate a random number between 0 and a million – and label it as N. On the Spectrum, Commodore 64, Vic 20 and most other machines you can get the same result by entering:

```
40 LET N = INT(RND(1)*1000000)
```



Now every time you run the program you will get a different number on the screen, making it much harder to remember. The number will usually be of six figures, although sometimes smaller numbers will be generated.

Time to INPUT

The main gap left in your program is that you want to be able to tell the computer what you think the number flashed on the screen was – it can then check to see if you're right.

The command you need for this is INPUT. When the computer comes across it, it will stop the program and allow you to enter something from the keyboard. Add these lines:

```
70 PRINT "WHAT WAS THE NUMBER?"
80 INPUT X
90 IF X = N THEN GOTO 10
100 PRINT "YOU'RE WRONG, THE NUMBER WAS";N
```

Line 70 prints a question on the screen. Line 80 stops the program to give you a chance to answer the question. At this stage you would have to type in what you remember the number to be. The computer will label your answer as X. It will then compare X with N, the actual number. This happens in line 90 which contains two new instructions. The first is a double instruction: IF (something) THEN (do something). In this case, IF X and N are equal THEN the computer carries out the second instruction which is GOTO 10.

The effect of this is to get the computer to return to line 10 and then continue from there as normal. In other words the program will start again and you will be given another random number to guess at. This will continue time after time, so long as you don't make a mistake.

When you do make a mistake, however, X and N in line 90 will not be equal so the computer will simply ignore what comes after THEN and continue to the next line, 100, which prints a message saying you boobed.

If you do make a mistake you'll want to know what it was. So line 100 also prints the number you should have entered. Note the semi-colon. This allows you to have the number N printed right after the message.

The big countdown

Well, we almost have a game that works. But one last refinement will make it a lot more enjoyable. Why not have the length of time for which the number is on the screen decrease gradually, so that the game gets more difficult as it goes along? We can then arrange it that the longer you stay in the game, the higher your score is.

Do the following: retype line 55 so that it reads:

```
55 FOR T = 1 TO L
```

Now add these lines:

```
5 LET L = 500
57 LET L = L – 10
110 LET S = 500 – L
120 PRINT "YOUR FINAL SCORE IS"; S
```

Now LIST your whole program. It should be the same as in the box on this page. The time the computer keeps the number on screen will now depend on how big L is. If you follow through the lines in order you'll see that L starts at 500 as before. This is set in line 5. But for every successful turn you have, it's decreased by 10.

This happens in line 57. If you can't make sense of the line, imagine the computer going to the L label, reading the number written there, subtracting 10 from it and then writing that new number on the label.

In other words LET L = L – 10 means 'Give L a new number equal to its old number minus 10.'

After you've made a mistake, line 110 will work out your score and label it S. If you make a mistake on your first turn, L will still be 500 so your score will be zero. The more successful goes you have, the lower L gets and the higher your score will be. Line 120 prints it.

So that's *Memory Trap*. It's a very simple game, but hopefully you'll experiment with it a bit to make your own improvements and changes. For example, you could increase the length of the number each time, instead of decreasing the time you have to see it. You should also play around with all the programming ideas in this game until you completely understand them. Your manual will give further details.

Next month we'll build on these ideas to produce a much more sophisticated game. ●

MEMORY TRAP: final listing

```
5 LET L = 500
10 CLS (on Commodore machines 10 PRINT "(CLR)")
20 PRINT "MEMORY TRAP"
30 PRINT "***********"
33 PRINT
34 PRINT "GET READY . . ."
35 FOR T = 1 TO 1000
36 NEXT T
40 LET N = INT(RND(1)*1000000) (On BBC and Dragon 40 LET N = RND(1000000)
50 PRINT N
55 FOR T = 1 TO L
56 NEXT T
57 LET L = L – 10
60 CLS (On Commodore machines 60 PRINT "(CLR)"
70 PRINT "WHAT WAS THE NUMBER?"
80 INPUT X
90 IF X = N THEN GOTO 10
100 PRINT "YOU'RE WRONG, IT WAS"; N
110 LET S = 500 – L
120 PRINT "YOUR FINAL SCORE IS"; S
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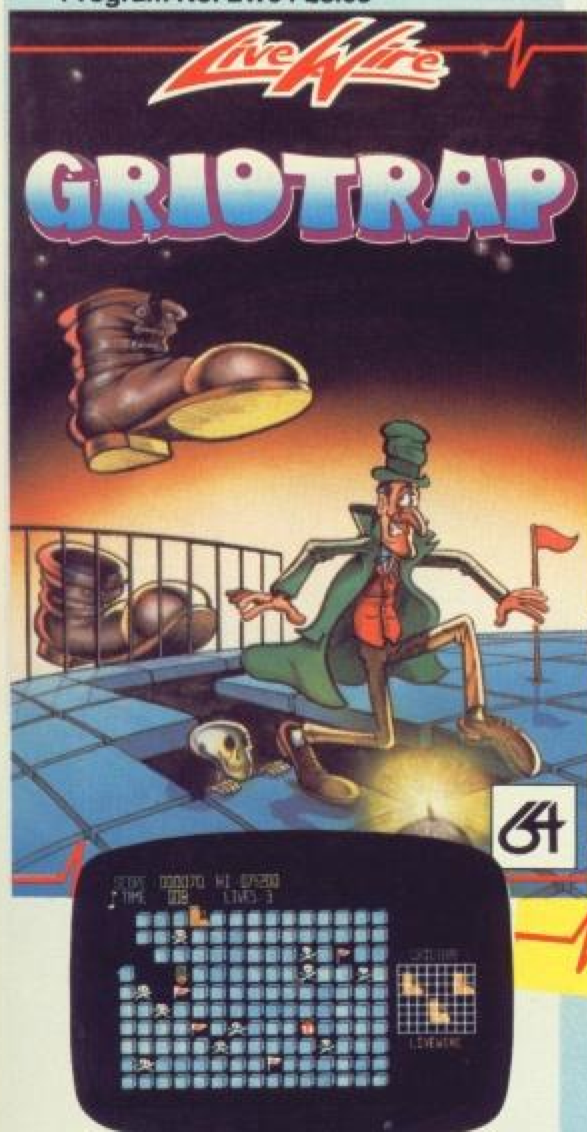
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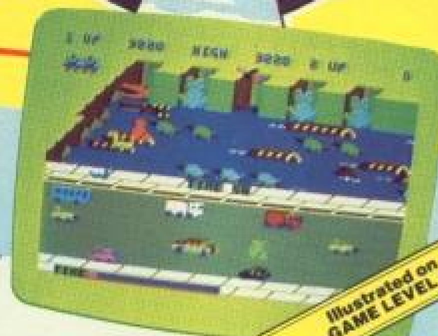
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GRID

Control your grid cycle to outmanoeuvre the red grid cycle inside the computer. You can only change the direction of motion and you can not stop. There is also a time limit.

The controls are 'Z', 'X', '*', '?' to move left, right, up and down respectively, or use joysticks (ANHO1 types are suitable).

The program is totally compatible with the disc system, so disc-owners can type in the progrom without any modifications.

When you finish typing in listing 1 save it under the name 'GRID' then type in listing 2. This must be saved under the name 'CYCLES' and saved after the first program. The first program will chain in the second program automatically.

```
10REM ....GRID CYCLES....
20REM Copyright (C) 1983
30REM By Shingo Sugiura
40
50PROCinit
60MODE7:PROCinstructions
70CHAIN"CYCLES"
80END
90
100DEFPROCinstructions
110PRINTCHR$129CHR$157TAB(13)CHR$131CHR$141"GRID CYCLES"
120PRINTCHR$129CHR$157TAB(13)CHR$131CHR$141"GRID CYCLES"
130PRINT'TAB(10)CHR$130"By Shingo Sugiura"
140PRINT'" Control the"CHR$134"blue"CHR$135"cycle to outma
noeuvre"
150PRINT"the"CHR$129"red"CHR$135"grid cycle inside the com
puter."
160PRINT"The cycles can only change direction and";
170PRINT"can not stop. If you hit the trail left behind or
go off the edge of the games"
180PRINT"grid you will be immediately de-rezzed."
190PRINT'CHR$129"Q"CHR$131"No sound.    "CHR$129"S"CHR$131"
Sound on."
200PRINT'CHR$129"DELETE"CHR$135"or"CHR$129"FIRE   "CHR$135"
Freeze"
210PRINTCHR$129"COPY"CHR$135"or"CHR$129"FIRE      "CHR$135"C
ontinue"
220PRINT'CHR$131"Z"CHR$129"-"CHR$135"Left      "CHR$131"X"CH
R$129"-"CHR$135"Right"
230PRINTCHR$131"*"CHR$129"-"CHR$135"Up         "CHR$131"?"CHR
$129"-"CHR$135"Down"
```



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CYCLES

BY SHINGO SUGIURA
FOR BBC MODEL B

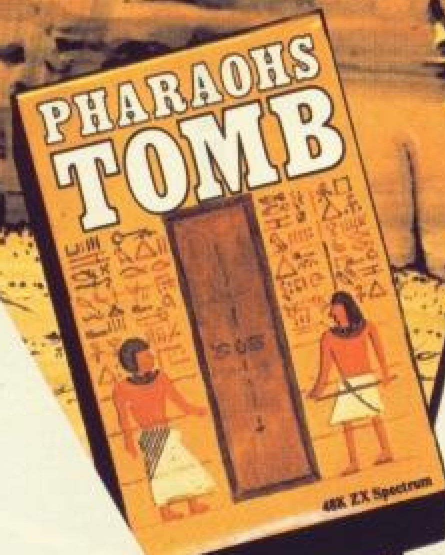
```
10opt=-1:HI%=0:DIMU%(1,10)
20MODE1:VDU23;10,32;0;0;0;
30REPEAT SC%=0:killed=-1:limit=200
40REPEAT PROCSTART
50PROCinit
60REPEAT
70PROCplayer1
80PROCcomp_move
90UNTIL win OR death:IF win PROCwin
100UNTIL death:PROCdeath
110UNTILFALSE
120END
130DEFPROCSTART
140I%=16:CI%=I%:limit=limit-20
150ENDPROC
160DEFPROCinit
170VDU12,19,1,4;0;19,2,6;0;19,3,1;0;17,3
180win=FALSE:death=FALSE:killed=killed+1:time=limit
190PRINTTAB(0,31)"1 UP ";SC%;TAB(14,31)"TIME:";time;TAB(28
,31)"HIGH:";HI%;
200GCOL0,1
210FOR X%=0 TO 1248 STEPI%
220MOVEX%,32:DRAWX%,1008
230NEXT
240FOR Y%=32 TO 1023 STEPI%
250MOVE0,Y%:DRAW1248,Y%
260NEXT
270GCOL0,3:MOVE0,32:DRAW1248,32:DRAW1248,1008:DRAW0,1008:D
RAW0,32
280PX%=I%*2:PY%=(RND(768/I%)+2)*I%:PROCMAT(PX%,PY%):IX%=0:
IY%=I%
290CX%=1248-2*I%:CY%=(RND(768/I%)+2)*I%
300PROCMAT(CX%,CY%):CIX%=0:CIY%=-CI%:DIR=3
310ENDPROC
320DEFPROCplayer1
330SC%=SC%+1:time=time-1:PRINTTAB(5,31);SC%;TAB(19,31);tim
e;" ";
340IF time<=0 death=TRUE ELSE IF time<30 SOUND&13,2,1,255
350MOVEPX%,PY%:GCOL0,2
360IF opt PROCkeys ELSE PROCjoystick
370PX%=PX%+IX%:PY%=PY%+IY%:IF POINT(PX%,PY%)<>1 death=TRUE
380DRAWPX%,PY%:ENDPROC
390DEFPROCkeys
400IF INKEY(-98)ANDABS(IX%)=0 IX%=-I%:IY%=0
410IF INKEY(-67)ANDABS(IX%)=0 IX%=I%:IY%=0
420IF INKEY(-105)ANDABS(IY%)=0 IY%=-I%:IX%=0
430IF INKEY(-73)ANDABS(IY%)=0 IY%=I%:IX%=0
440IF INKEY(-90) PROCfreez
450ENDPROC
460DEFPROCjoystick
470A1=ADVAL(1):A2=ADVAL(2)
480IF A1>=52000 AND ABS(IX%)=0 IX%=-I%:IY%=0
490IF A1<=12000 ANDABS(IX%)=0 IX%=I%:IY%=0
500IF A2>=52000 ANDABS(IY%)=0 IY%=I%:IX%=0
510IF A2<=12000 ANDABS(IY%)=0 IY%=-I%:IY%=0
520IF (ADVAL(0)AND3)>0 PROCfreez
530ENDPROC
540DEFPROCcomp_move
550GCOL0,3:R1=RND(50)
560MOVECX%,CY%
570a=0:b=0:c=0:d=0
580PROCtest
590IF DIR=1 CIX%=0:CIY%=CI%
600IF DIR=2 CIX%=CI%:CIY%=0
610IF DIR=3 CIX%=0:CIY%=-CI%
620IF DIR=4 CIX%=-CI%:CIY%=0
630CX%=CX%+CIX%:CY%=CY%+CIY%:IF POINT(CX%,CY%)<>1 win=TRUE
640DRAWCX%,CY%:ENDPROC
650DEFPROCtest
660IF POINT(CX%,CY%+I%)>1 a=1
670IF POINT(CX%+I%,CY%)>1 b=1
680IF POINT(CX%,CY%-I%)>1 c=1
690IF POINT(CX%-I%,CY%)>1 d=1
700e=SGN(PX%-CX%):f=SGN(PY%-CY%)
710IF DIR=1 PROCcompute1 ELSE IF DIR=2 PROCcompute2 ELSE I
F DIR=3 PROCcompute3 ELSE PROCcompute4
720ENDPROC
```

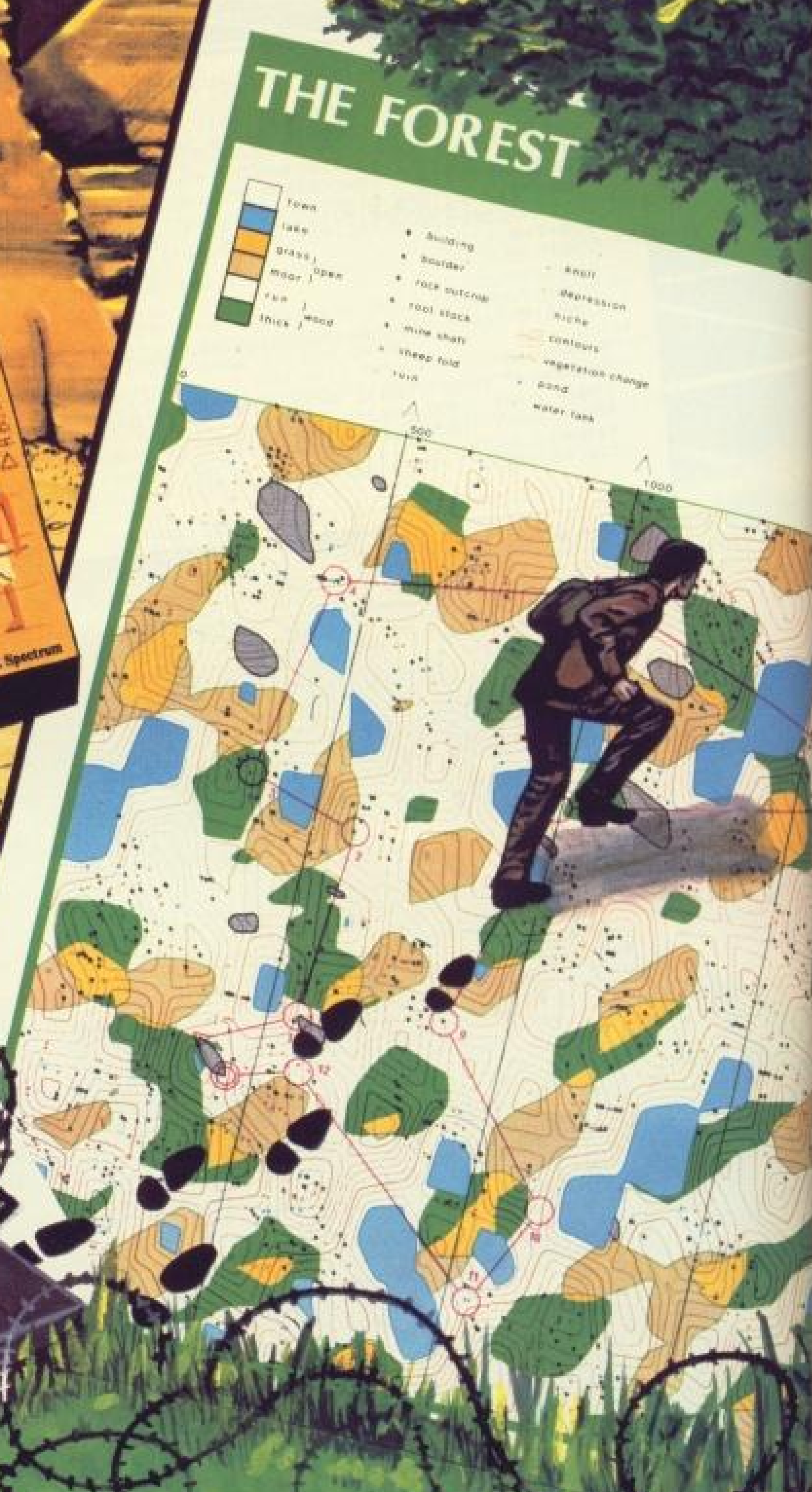
```
240PRINT'CHR$131"Joystick compatible."
250IF PAGE=&1900 PROCdisc
260IF PAGE=&E00 THEN PRINTTAB(1,23)CHR$134CHR$136"Please l
eave tape running.";:VDU28,24,20,39,17
270ENDPROC
280
290DEFPROCinit
300ENVELOPE1,6,0,0,0,1,1,1,126,-4,-1,-4,126,80
310ENVELOPE2,4,6,-3,-3,4,2,2,0,0,-1,0,63,58
320*TV0,1
330*TV255,1
340ENDPROC
350DEFPROCdisc
360PRINTTAB(1,23)CHR$134CHR$136"Press the SPACE BAR to con
tinue";
370REPEAT
380REPEAT A=GET:UNTIL A=32 OR A=81 OR A=83
390IF A=81 THEN *FX210,1
400IF A=83 THEN *FX210,0
410UNTILA=32
420ENDPROC
```

Mark Watkinson

48K ZX SPECTRUM









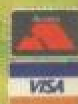


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```
730DEFPROCcompute1
740IF (a=1 ANDb=1 ANDd=1) win=TRUE:ENDPROC
750IF (a=1 ANDb=1)OR(b=1 ANDe ANDR1<20) DIR=4:ENDPROC
760IF (a=1 ANDd=1)OR(d=1 ANDe=1 ANDR1<20) DIR=2:ENDPROC
770IF (b=1 ANDd=1) DIR=1:ENDPROC
780IF a=1 DIR=(e=1)*-2+(e=-1)*-4+(e=0)*-2:ENDPROC
790IF (a=0 ANDb=0 ANDd=0 ANDR1<10) DIR=(e=1)*-2+(e=-1)*-4+
(e=0)*-1
800ENDPROC
810DEFPROCcompute2
820IF (a=1 ANDb=1 ANDc=1) win=TRUE:ENDPROC
830IF (b=1 ANDc=1)OR(c=1 ANDf=1 ANDR1<20) DIR=1:ENDPROC
840IF (a=1 ANDb=1)OR(a=1 ANDf ANDR1<20) DIR=3:ENDPROC
850IF (a=1 ANDc=1) DIR=2:ENDPROC
860IF b=1 DIR=(f=1)*-1+(f=-1)*-3+(f=0)*-3:ENDPROC
870IF (a=0 ANDb=0 ANDc=0 ANDR1<10) DIR=(f=1)*-1+(f=-1)*-3+
(f=0)*-2
880ENDPROC
890DEFPROCcompute3
900IF (b=1 ANDc=1 ANDd=1) win=TRUE:ENDPROC
910IF (c=1 ANDd=1)OR(d=1 ANDe=1 ANDR1<20) DIR=2:ENDPROC
920IF (c=1 ANDb=1)OR(b=1 ANDe ANDR1<20) DIR=4:ENDPROC
930IF (b=1 ANDd=1) DIR=3:ENDPROC
940IF c=1 DIR=(e=1)*-2+(e=-1)*-4+(e=0)*-4:ENDPROC
950IF (b=0 ANDc=0 ANDd=0 ANDR1<10) DIR=(e=1)*-2+(e=-1)*-4+
(e=0)*-3
960ENDPROC
970DEFPROCcompute4
980IF (c=1 ANDd=1 ANDa=1) win=TRUE:ENDPROC
990IF (d=1 ANDa=1)OR(a=1 ANDf ANDR1<20) DIR=3:ENDPROC
1000IF (c=1 ANDd=1)OR(c=1 ANDf=1 ANDR1<20) DIR=1:ENDPROC
1010IF (c=1 ANDa=1) DIR=4:ENDPROC
1020IF d=1 DIR=(f=1)*-1+(f=-1)*-3+(f=0)*-1:ENDPROC
1030IF (c=0 ANDd=0 ANDa=0 ANDR1<10) DIR=(f=1)*-1+(f=-1)*-3+
(f=0)*-4
1040ENDPROC
1050DEFPROCwin
1060SOUND&11,0,0,0:SOUND&12,0,0,0:
SOUND&13,0,0,0:SOUND0,1,6 ,10
1070SC%=SC%+time:PROCwait(8000)
```

```
1080ENDPROC
1090DEFPROCdeath
1100SOUND&11,0,0,0:SOUND&12,0,0,0:SOUND&13,0,0,0
1110VDU19,0,7;0;:PROCwait(300):VDU19,0,0;0;
1120SOUND0,1,6,10:PROCwait(10000):CLS:*FX15
1130PROCinf("TOUGH LUCK BLUE CYCLE",8,10)
1140PROCinf("YOU DEREZZED "+STR$(killed)+" WARRIORS",8,14)
1150IF SC%>HI% HI%=SC%
1160COLOUR2:PRINTTAB(3,23)"PRESS SPACE BAR OR FIRE TO REPLA
Y"
1170PROCoption
1180ENDPROC
1190DEFPROCinf(A$,X,Y)
1200FOR A=1 TO LEN(A$):PRINTTAB(X+A,Y)MID$(A$,A,1)
1210SOUND&10,-15,6,1:PROCwait(200):NEXT
1220ENDPROC
1230DEFPROCwait(T%)
1240FOR del%=1 TO T%:NEXT
1250ENDPROC
1260DEFPROCfreez
1270SOUND&11,0,1,1:SOUND&12,0,1,1
1280REPEATUNTIL(ADVAL(0)AND3)=0
1290REPEATUNTILINKEY(-106)OR(ADVAL(0)AND3)>0
1300PROCwait(1000)
1310ENDPROC
1320DEFPROCoption
1330REPEAT
1340REPEAT
```

```
1350A=INKEY(0):B=ADVAL(0)AND3
1360UNTIL (A=32ORA=81ORA=83) OR B>0
1370IF A=81 THEN *FX210,1
1380IF A=83 THEN *FX210
1390UNTIL A=32 OR B>0
1400IF A=32 opt=-1 ELSE opt=0
1410ENDPROC
1420DEFPROCMAT(I%,E%):GCOL3,3
1430VDU29,I%;E%;
1440SOUND&11,0,0,0:SOUND&10,-15,7,255
1450FOR F=0 TO 9
1460U%(0,F)=(RND(30)-15)*250:U%(1,F)=(RND(30)-15)*250:Q=U%(
0,F)
1470W=U%(1,F):PLOT69,Q,W:PLOT69,Q+4,W:PLOT69,Q,W+4:PLOT69,Q
+4,W+4:NEXT
1480FOR G=1 TO 3
1490FOR F=0 TO 9
1500Q=U%(0,F):W=U%(1,F)
1510SOUND&11,0,20+(G*10+F)*4,2
1520PLOT69,Q,W:PLOT69,Q+4,W:PLOT69,Q,W+4:PLOT69,Q+4,W+4
1530Q=Q*.2:W=W*.2
1540PLOT69,Q,W:PLOT69,Q+4,W:PLOT69,Q,W+4:PLOT69,Q+4,W+4
1550U%(0,F)=Q:U%(1,F)=W
1560NEXT:NEXT
1570FOR F=0 TO 9
1580Q=U%(0,F):W=U%(1,F):PLOT69,Q,W:PLOT69,Q+4,W:PLOT69,Q,W+
4
1590PLOT69,Q+4,W+4:SOUND&11,0,F*20,5
1600NEXT
1610SOUND&11,0,0,0:SOUND&10,0,0,0:VDU29,0;0;:PLOT69,I%,E%
1620ENDPROC
>
```

For ZX81 + 16K

To enter the program you first need to enter the loader program. The first line of this should be a Rem statement followed by 250 characters e.g. 250 A's. Next you should type in the rest of the loader program. Before you actually RUN this SAVE it onto cassette a couple of times...you don't want to type it all in again do you?

Once you have RUN the program you should delete all of this program except for the first line. Then enter as a direct command: POKE 16510,0. This changes line 1 to line 0.

Now you are ready to type in the actual game (don't delete the REM statement.). Do remember to save this a couple of times BEFORE running.

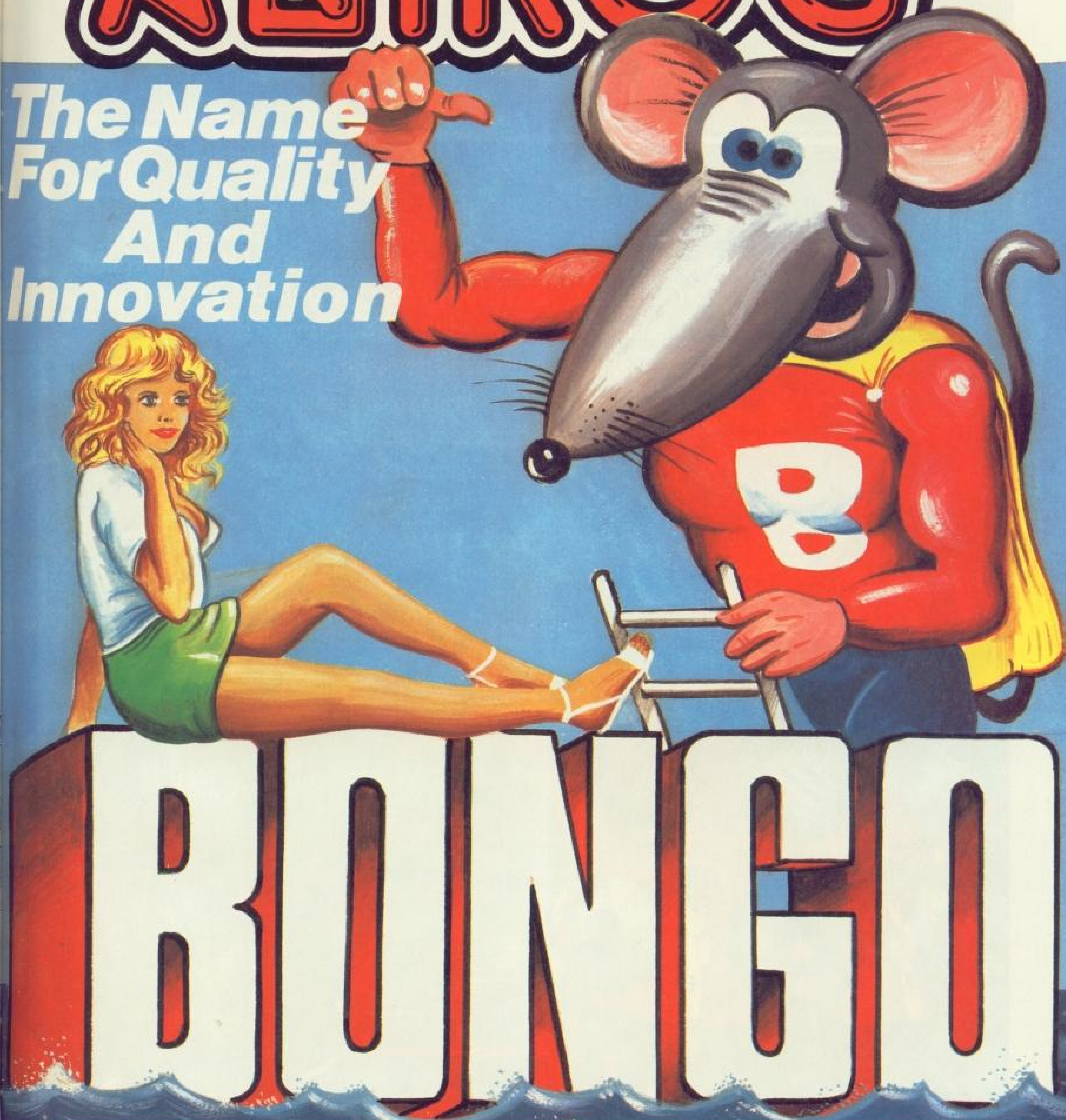
```
  1 REM 250 CHARACTERS
 10 LET A$="1E00013075ED4347753E
093245753A45753DFE00C29E407B324D
75C9324575ED4B47750A324375030A32
447503ED4347753A4175873A42756F16
003E08324675CD22417CFE13F21F41FE
05FA1F417DFE10F21F41FE02"
 20 LET A$=A$+"FA1F41CD4741FEB4C
AF040FE34C21F41143A46753DF2BF403
A40758232407753A4175FE05CA1F41FE1
3CA1F413A4275FE02CA1F41FE10CA1F4
1CD2241CD4741FE34C290407B825FC39
040"
 30 LET A$=A$+"3A4375FE04C22F412
525C334413A437534673A4475FE04C24
1412D2DC346413A4475856FC9D5E5441
12100210100190520FC545DE1E526001
9ED5B0C40197EE1D1C92A0C4006192B2
37EFE762003 10F8C9C680771 8F2"
 40 LET X=16514
 50 FOR A=1 TO (LEN A$)/2
 60 LET B$=A$( TO 2)
 70 POKE X,16*CODE B$+CODE B$(2)
-476
 80 LET A$=A$(3 TO )
 90 LET X=X+1
100 NEXT A
110 PRINT "COMPLETED"
```

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OTHELLO

```
   0 REM 2 K? GOSUB ???Y M??U??
X RETURN  TAB RND?M??TAN M?? GO
SUB ???M?? M?? GOSUB ???UINKE
Y$??UPI??- Y M??LN 6INKEY$? RETU
RN ( PAUSE 3INKEY$ RETURN  IF 3
INKEY$? RETURN ( PAUSE 3INKEY$ R
ETURN  IF 3INKEY$LN ?INKEY$ RET
URN ASN LIST RND RETURN OTAB 3I
NKEY$=U??X PAUSE RNDURND? RND?
UINKEY$? RETURN ASN 3INKEY$ RET
URN (ASN 3INKEY$UPI? RETURN ASN
 3INKEY$ RETURN (ASN 3INKEY$LN 6
INKEY$LN ?INKEY$ RETURN OTAB RN
D?  ?? RNDU?? RETURN  TAB JINKEY$
99?OINKEY$U?? ?U?? RETURN  TAB I
NKEY$INKEY$HH??INKEY$U?? ?TAN ST
R$ FAST ?)5 5 4 UNPLOT ?? LPR
INT FAST A  GOSUB ?£RND;RND ;F7
SAVE TAN LEN ?/ PAUSE
   1 REM
   2 REM *- OTHELLO --
   3 REM (C) T.TAYLOR
   4 REM APR-NOV 1983
   5 REM
   6 SLOW
   8 LET ZES=0
   9 LET HES=0
  10 GOSUB 9500
  11 CLS
  15 GOSUB 6900
  20 GOSUB 9000
  25 REM
  26 REM *BEGINNING ROUTINE*
  27 REM
  30 PRINT AT 19,20;"YOU HAVE ";
HUS;AT 21,20;"   I HAVE 2"
  40 PRINT AT 8,20;"WOULD YOU ";
AT 9,20;"LIKE TO GO";AT 10,20;"F
IRST ?";AT 12,20;"ENTER Y OR N"
  50 INPUT Q$
  60 IF Q$<>"Y" AND Q$<>"N" THEN
 GOTO 50
  65 GOSUB 7000
  70 IF Q$="Y" THEN GOTO 1000
  80 IF Q$="N" THEN GOTO 1500
  90 STOP
1000 REM
1001 REM *HUMANS MOVE*
1002 REM
1005 GOSUB 7000
1010 PRINT AT 8,20;"ENTER YOUR";
AT 9,20;"NEXT MOVE";AT 11,20;"EN
TER N/L IF";AT 12,20;"YOU CANNOT
";AT 13,20;"MOVE,OR ""99""";AT 1
4,20;"TO STOP THE";AT 15,20;"GAM
E"
1020 INPUT Q$
1021 IF Q$="99" OR Q$="" THEN GO
TO 1025
1022 IF LEN Q$<>2 THEN GOTO 1020
1023 IF Q$(1)>"8" OR Q$(1)<"1" O
R Q$(2)>"H" OR Q$(2)<"A" THEN GO
TO 1020
1025 GOSUB 7000
1026 IF Q$="" AND NUM=0 AND ZXS>
2 THEN GOTO 8000
1030 IF Q$="99" THEN GOTO 8500
1035 IF Q$="" THEN GOTO 1500
1040 LET Z=(CODE Q$(1)-26)*2+3
1050 LET Y=(CODE Q$(2)-37)*2
1051 DIM B(8)
1052 DIM C(8)
1053 LET N=0
1054 LET A=0
1060 GOSUB 6000
1070 PRINT AT Z,Y;"O"
1080 GOSUB 5500
1090 IF ZXS+HUS=64 THEN GOTO 850
0
1100 IF ZXS=0 OR HUS=0 THEN GOTO
 8500
1500 REM
1501 REM *COMPUTER'S MOVE*
1502 REM
1520 PRINT AT 8,21;"MY MOVE-";AT
 9,21;"PLEASE WAIT";AT 10,21;"WH
ILE I AM";AT 11,21;"THINKING"
1521 FOR A=1 TO 100
1522 NEXT A
1523 FAST
1525 LET I=0
1530 LET HI1=0
1531 LET HI2=0
1532 LET NUM=0
1533 IF 64-(ZXS+HUS)>54 THEN GOT
O 2000
1534 LET TI=0
1535 FOR E=5 TO 19 STEP 2
1540 FOR F=2 TO 16 STEP 2
1541 IF TI=0 THEN LET H1=E
1542 IF TI=0 THEN LET H2=F
1550 PRINT AT H1,H2;
1560 LET P=PEEK (PEEK 16398+256*
PEEK 16399)
1570 IF P=CODE "#" THEN GOTO 164
0
1580 NEXT F
1590 NEXT E
1599 IF NUM-I=0 AND Q$="" THEN G
OTO 8000
1600 IF NUM-I=0 THEN GOTO 7600
1610 GOSUB 7000
1616 LET NUM=NUM-I
1620 PRINT AT 9,20;"I WILL MOVE"
;AT 10,20;"TO ";(HI1-3)/2;CHR$ (
(HI2/2)+37);AT 11,20;"I TAKE ";N
UM;" OF";AT 12,20;"YOUR PIECES"
1630 GOTO 5000
1640 POKE 30017,H1
1650 POKE 30018,H2
1660 POKE 30016,0
```

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```
1680 LET QU=0
1690 RAND USR 16514
1700 LET NU1=PEEK 30016
1710 LET JP=PEEK 30029
1785 IF NUM=0 THEN GOTO 1800
1787 IF TI=0 AND NU1=0 THEN GOTO
 1580
1789 IF TI=1 AND NU1=0 THEN RETU
RN
1790 IF SK=1 THEN GOTO 1797
1794 IF H1=5 OR H1=19 OR H2=2 OR
 H2=16 THEN LET QU=QU+1
1795 IF H2=2 OR H2=16 OR H1=5 OR
 H1=19 THEN GOTO 1797
1796 IF H1=7 OR H1=17 OR H2=4 OR
 H2=14 THEN LET QU=QU-1
1797 IF H1=5 AND H2=2 OR H1=5 AN
D H2=16 OR H1=19 AND H2=2 OR H1=
19 AND H2=16 THEN LET QU=QU+3
1800 IF NUM>NU1+QU-JP AND TI=0 T
HEN GOTO 1580
1801 IF NUM>NU1+QU-JP AND TI=1 T
HEN RETURN
1810 LET HI1=H1
1820 LET HI2=H2
1830 LET NUM=NU1+QU
1835 LET I=QU
1840 IF TI=0 THEN GOTO 1580
1850 RETURN
2000 FOR Q=5 TO 19 STEP 2
2001 LET TI=1
2010 FOR S=2 TO 16 STEP 2
2020 PRINT AT Q,S;
2030 IF PEEK (PEEK 16398+256*PEE
K 16399)=CODE "■" THEN GOTO 2060
2040 NEXT S
2050 NEXT Q
2055 GOTO 1599
2060 LET TI=1
2070 LET P$="-2-2-200-20200-2000
202-202000202"
2080 FOR G=1 TO 8
2090 LET R1=VAL P$( TO 2)
2100 LET R2=VAL P$(3 TO 4)
2110 LET P$=P$(5 TO )
2120 LET R3=R1
2130 LET R4=R2
2140 FOR T=1 TO 8
2145 IF Q+R1>19 OR Q+R1<5 OR S+R
2>16 OR S+R2<2 THEN GOTO 2230
2150 PRINT AT Q+R1,S+R2;
2160 LET P=PEEK (PEEK 16398+256*
PEEK 16399)
2170 IF P=CODE "■" THEN GOTO 223
0
2180 IF P=CODE "▒" AND T=1 THEN
GOTO 2230
2190 IF P=CODE "▒" THEN GOTO 250
0
2200 LET R1=R1+R3
2210 LET R2=R2+R4
2220 NEXT T
2230 NEXT G
2240 GOTO 2040
2500 LET H1=Q+R1
2510 LET H2=S+R2
2511 LET TT1=R1
2512 LET TT2=R2
2520 GOSUB 1640
2521 LET R1=TT1
2522 LET R2=TT2
2530 GOTO 2230
```

```
5000 REM
5001 REM  UPDATE THE BOARD
5002 REM
5010 LET N$="-2-2-200-20200-2000
202-202000202"
5026 DIM G(8)
5027 DIM H(8)
5028 DIM I(8)
5029 FAST
5030 FOR N=1 TO 8
5031 LET A=VAL N$( TO 2)
5035 LET B=A
5040 LET C=VAL N$(3 TO 4)
5050 LET D=C
5060 LET N$=N$(5 TO )
5070 FOR O=1 TO 8
5080 IF HI1+A>19 OR A+HI1<5 OR C
+HI2>16 OR C+HI2<2 THEN GOTO 519
0
5090 PRINT AT HI1+A,HI2+C;
5100 LET P=PEEK (PEEK 16398+256*
PEEK 16399)
5110 IF O=1 AND P<>CODE "O" THEN
 GOTO 5190
5120 IF P=CODE "O" THEN GOTO 516
0
5125 IF P<>180 THEN GOTO 5190
5130 LET G(N)=B
5140 LET H(N)=D
5145 LET I(N)=O
5150 GOTO 5190
5160 LET A=A+B
5170 LET C=C+D
5180 NEXT O
5190 NEXT N
5191 SLOW
5192 FOR L=1 TO 4
5193 PRINT AT HI1,HI2;"▒"
5194 FOR Y=1 TO 5
5195 NEXT Y
5196 PRINT AT HI1,HI2;"■"
5197 FOR Y=1 TO 5
5198 NEXT Y
5199 NEXT L
5200 LET ZXS=ZXS+1
5201 FOR N=1 TO 8
5215 LET A=G(N)
5216 LET B=H(N)
5217 IF A=0 AND B=0 THEN GOTO 52
90
5220 FOR Z=1 TO I(N)-1
5230 PRINT AT HI1+A,HI2+B;"■"
5240 LET ZXS=ZXS+1
5250 LET HUS=HUS-1
5251 LET A=A+G(N)
5252 LET B=B+H(N)
5280 NEXT Z
5290 NEXT N
5300 PRINT AT 19,29;HUS;" ";AT 2
1,29;ZXS;" "
5310 IF ZXS+HUS=64 THEN GOTO 850
0
5315 IF ZXS=0 OR HUS=0 THEN GOTO
 8500
5320 GOTO 1000
```

```
5500 REM
5501 REM  UPDATE THE BOARD
5502 REM
5510 FOR H=1 TO 8
5511 LET D=B(H)
5512 LET E=C(H)
5515 IF D=0 AND E=0 THEN GOTO 55
80
5520 FOR J=1 TO (F(H))-1
5530 PRINT AT Z+D,Y+E;"O"
5540 LET HUS=HUS+1
5545 LET ZXS=ZXS-1
5550 LET D=D+B(H)
5560 LET E=E+C(H)
5570 NEXT J
5580 NEXT H
5585 PRINT AT 19,29;HUS;" ";AT 2
1,29;ZXS;" "
5590 RETURN
6000 REM
6001 REM  CHECK FOR LEGAL MOVE
6002 REM
6003 FAST
6004 DIM F(8)
6005 LET N$="-2-2-200-20200-2000
202-202000202"
6006 PRINT AT Z,Y;
6007 LET P=PEEK (PEEK 16398+256*
PEEK 16399)
6008 IF P<>CODE "▒" THEN GOTO 75
00
6009 FOR J=1 TO 8
6010 LET U=VAL N$( TO 2)
6015 LET R=U
6020 LET V=VAL N$(3 TO 4)
6025 LET S=V
6030 LET N$=N$(5 TO )
6040 FOR K=1 TO 8
6059 IF Z+R>19 OR Z+R<5 OR Y+S>1
6 OR Y+S<2 THEN GOTO 6140
6060 PRINT AT Z+R,Y+S;
6065 LET P=PEEK (PEEK 16398+256*
PEEK 16399)
6070 IF K=1 AND P<>CODE "■" THEN
 GOTO 6150
6080 IF P=180 THEN GOTO 6110
6085 IF P<>CODE "O" THEN GOTO 61
50
6090 LET A=A+1
6094 LET B(J)=U
6095 LET C(J)=V
6100 LET F(J)=K
6105 GOTO 6131
6110 LET R=R+U
6120 LET S=S+V
6130 NEXT K
6140 LET N=N+1
6150 NEXT J
6160 IF N=0 OR A=0 THEN GOTO 750
0
6165 LET HUS=HUS+1
6166 SLOW
6170 RETURN
```

Program Library



ZX81 • ZX81 • ZX81 •

```
7000 REM  *CLEAR SCREEN*
7001 REM
7002 REM
7010 FOR T=3 TO 18
7020 PRINT AT T,20;"
"
7030 NEXT T
7040 RETURN
7500 REM  *ILLEGAL MOVE*
7501 REM
7502 REM
7503 SLOW
7505 GOSUB 7000
7510 PRINT AT 8,21;"YOUR LAST";A
T 9,21;"MOVE-";O$;"-";AT 10,21;"
WAS ILLEGAL";AT 12,21;"TRY AGAIN
"
7520 GOTO 1020
7600 REM  COMPUTER CANNOT MOVE
7601 REM
7602 REM
7605 SLOW
7610 GOSUB 7000
7620 PRINT AT 9,20;"I CANNOT";AT
 10,20;"MOVE"
7630 FOR A=1 TO 40
7640 NEXT A
7650 GOTO 1000
8000 REM  *NO ONE CAN MOVE*
8001 REM
8002 REM
8010 PRINT AT 9,20;"NEITHER OF";
AT 10,20;"US CAN MOVE"
8020 FOR A=1 TO 100
8030 NEXT A
8040 GOTO 8500
8500 REM  *END GAME ROUTINE*
8501 REM
8502 REM
8510 GOSUB 7000
8520 IF ZXS>HUS THEN LET A$="I W
ON."
8525 IF ZXS>HUS THEN LET ZES=ZES
+(ZXS-HUS)
8530 IF ZXS=HUS THEN LET A$="IT"
"S A DRAW."
8540 IF ZXS<HUS THEN LET A$="YOU
 WON."
8545 IF ZXS<HUS THEN LET HES=HES
+(HUS-ZXS)
8550 PRINT AT 9,20;"THANK YOU";A
T 10,20;"FOR THE GAME";AT 11,20;
A$;AT 12,20;"DO YOU WANT";AT 13,
20;"ANOTHER GAME";AT 15,20;"ENTE
R Y OR N"
8554 GOSUB 8800
8555 GOSUB 8800
8560 INPUT A$
8570 IF A$<>"Y" AND A$<>"N" THEN
 GOTO 3060
8580 IF A$="Y" THEN GOTO 11
8590 NEW
```

```
8800 REM  *SCREEN INVERT*
8801 REM
8802 REM
8805 POKE 16418,0
8810 FOR N=1 TO 5
8820 RAND USR 16740
8830 FOR M=1 TO 6
8840 NEXT M
8850 NEXT N
8855 POKE 16418,2
8860 RETURN
8900 REM  **SET UP VARIABLES**
8901 REM
8902 REM
8905 FAST
8910 LET HUS=2
8920 LET ZXS=2
8930 LET NUM=0
8940 LET O$=""
8950 LET N$="0404040004020004000
202040200020 2"
8955 FOR A=30000 TO 30015
8960 POKE A,VAL (N$( TO 2))
8970 LET N$=N$(3 TO )
8980 NEXT A
8985 SLOW
8990 RETURN
9000 REM  *SET SCREEN DISPLAY*
9001 REM
9002 REM
9003 PRINT AT 4,7;"YOU HAVE SCOR
ED ";HES;AT 6,7;"I HAVE SCORED
 ";ZES
9004 PRINT AT 14,5;"ENTER SKILL
LEVEL(1-3)";AT 17,3;"SKILL LEVEL
 2 HAS THE SAME  TACTICS AS LEV
EL 3,BUT YOU START  THE GAME WIT
H 2 EXTRA PIECES"
9005 FOR L=1 TO 6
9006 IF INKEY$<>"" THEN GOTO 901
3
9007 NEXT L
9008 PRINT AT 14,5;"ENTER SKILL
LEVEL(1-3)"
9009 FOR L=1 TO 6
9010 IF INKEY$<>"" THEN GOTO 901
3
9011 NEXT L
9012 GOTO 9004
9013 LET P$=INKEY$
9014 IF P$<"1" OR P$>"3" THEN GO
TO 9008
9015 LET SK=VAL P$
9016 FAST
9017 CLS
```

```
9018 PRINT AT 0,5;"          ";AT
 1,5;" OTHELLO ";AT 2,5;"         ";AT
 1,19;"SKILL LEVEL ";SK
9019 PRINT AT 5,0;
9020 FOR A=3 TO 17 STEP 2
9030 PRINT CHR$ (((A-1)/2)+156);
"                ";CHR$ (((A-1)
/2)+156)
9040 PRINT "                  "
9050 NEXT A
9060 PRINT AT 4,0;"                  
  "
9080 PRINT AT 20,0;"                  
  "
9110 LET A$=" A B C D E F G H "
9120 PRINT AT 3,0;A$;AT 21,0;A$
9160 PRINT AT 11,8;"O";AT 11,10;
"O";AT 13,8;"O";AT 13,10;"O"
9161 IF SK=2 THEN PRINT AT 19,2;
"O";AT 5,16;"O"
9162 IF SK=2 THEN LET HUS=4
9165 SLOW
9170 RETURN
9500 REM  **INTRODUCTION**
9501 REM
9502 REM
9510 PRINT AT 8,11;"WELCOME TO"
9520 PRINT AT 10,6;"     
"
9530 PRINT AT 11,6;"     
"
9540 PRINT AT 12,6;"     
"
9541 LET A$="BY  T.J.TAYLOR "
9542 FOR J=9 TO 22
9543 PRINT AT 14,J;A$(J-8);AT 14
,J+1;"O"
9546 PRINT AT 14,J+1;" "
9547 NEXT J
9550 GOSUB 8800
9553 LET A$=" DO YOU WANT INSTRU
CTIONS?(Y/N) "
9554 PRINT AT 18,0;A$
9555 LET A$=A$(2 TO )+A$(1)
9570 IF INKEY$="Y" THEN GOTO 960
0
9580 IF INKEY$<>"N" THEN GOTO 95
54
9590 RETURN
```

```
9600 CLS
9605 PRINT "THE GAME OF OTHELLO
IS PLAYED"
9610 PRINT "ON A BOARD WITH 8 CO
LUMNS OF 8"
9620 PRINT "ROWS ON IT. DOUBLE S
IDED PIECES "
9630 PRINT "ARE USED. THE GAME S
TARTS WITH 2"
9640 PRINT "OF BOTH PLAYER""S PI
ECES IN THE"
9650 PRINT "CENTRE OF THE BOARD.
 YOU PLACE"
9660 PRINT "YOUR OWN PIECE SO TH
AT AT LEAST"
9670 PRINT "ONE OF YOUR OPPONENT
""S PIECES IS"
9680 PRINT "TRAPPED BETWEEN ONE
OF YOURS"
9690 PRINT "AND YOUR NEW ONE. TH
E OPPONENT""S"
9700 PRINT "PIECES THEN FLIP OVE
R TO BECOME"
9710 PRINT "YOURS."
9720 PRINT "THE WINNER IS THE PE
RSON WITH "
9730 PRINT "THE MOST PIECES ON T
HE BOARD "
9740 PRINT "WHEN THE BOARD IS FI
LLED, OR"
9750 PRINT "WHEN NEITHER OF YOU
CAN MOVE."
9755 PRINT "IN THIS GAME, YOU PL
AY WHITE,"
9756 PRINT "AND THE COMPUTER PLA
YS BLACK."
9760 PRINT
9770 PRINT
9780 PRINT TAB 4;"PRESS ANY KEY
TO START";TAB 10;"GOOD LUCK."
9790 IF INKEY$="" THEN GOTO 9790
9800 RETURN
9998 SAVE "OTHELLO"
9999 GOTO 1
```



REACTION

FOR SPECTRUM 16K

You must place your counters on a 6 by 6 board. Each player takes turns in placing his counters on the board; when any counter has three or more other counters adjacent to it, it will cause a chain reaction of explosions. The winner is the player who has one or more counters left on the board.

PROGRAM STRUCTURE

Lines	
35 – 110	User instructions
190 – 290	Set up screen display
300 – 450	Define UDG's
490 – 640	User input of player one plus display
490 – 640	User input of player two plus display
650 – 750	Check for explosion and chain reaction
1000–1110	Print on screen explosions
1190–1300	Clear all explosions on the screen
1310–1360	End tune plus display
1380–1450	

VARIABLES

A(–,–) = Stores board positions
CC = Column of present move
R = Row of present move
G1 = Number of moves
P1 = Number of counters (Player 1)
P2 = Number of counters (Player 2)
Z$ = Holds string "Player 1"
X$ = Holds string "Player 2"
A$,Q$ = String inputs
N,S,F,I,Z,X = Loop variables

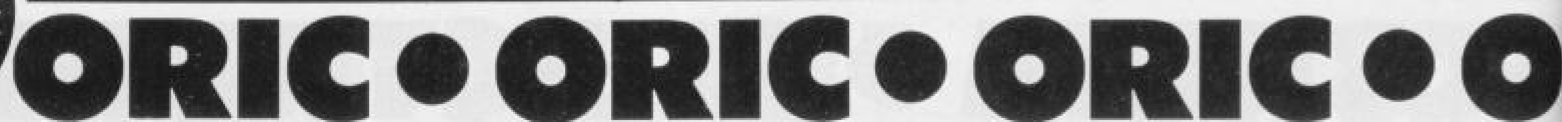
```
   5 REM REACTION By Martin Rob:
nson
  10 BORDER 0: PAPER 0: INK 5
  20 LET G1=0
  30 POKE 23609,100
  35 REM INSTRUCTIONS
  40 CLS
  50 PRINT AT 0,0;"[REACTION]"
  60 PRINT AT 1,0;"
  70 PRINT AT 2,0;"EACH PLAYER MUST PL
ACE HIS": PRINT "COUNTER IN TUR
N ANY WHERE ON": PRINT "THE 6*6
BOARD."
  90 PRINT "IF ANY COUNTER HAS 3
OR MORE   OTHER COUNTERS ADJAC
ENT TO IT   IT WILL EXPLODE MAKI
NG A CHAIN  REACTION."
 100 PRINT "THE WINNER IS THE PL
AYER WITH   ONE OR MORE COUNTERS
LEFT ON     THE BOARD."
 110 PRINT ,,"XXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXX": INPUT "PRESS EN
TER TO CONTINUE";Q$
 190 INK 7
 191 REM DISPLAY SET UP
 200 CLS
 205 PRINT PAPER 1; INK 7;AT 2,0
;" 1 2 3 4 5 6 "
 210 PRINT PAPER 1; INK 7;AT 3,0
;"
 215 LET d=0: FOR i=4 TO 14 STEP
2
 220 LET d=d+1
 230 PRINT PAPER 1; INK 7;AT i,0
;d;"
 240 PRINT PAPER 1; INK 7;"
 250 NEXT i
 260 PRINT PAPER 1; INK 7;"
 270 PRINT AT 2,20;"[REACTION]"
 280 PRINT AT 3,20;"
 290 PRINT AT 4,20;"
 300 REM SETUP U.D.G'S
 400 FOR i=USR "A" TO USR "D"
 410 READ s: POKE i,s: NEXT i
 420 DATA 0,126,126,126,126,126,
126,0
 430 DATA 0,24,60,126,255,255,0,
0
 440 DATA 255,129,129,129,129,12
9,129,255
 450 DATA 0
```

```
 490 REM FINDS PLAYER 1'S MOVE +
DISPLAYS IT
 500 DIM a(7,7)
 510 LET Z$="PLAYER[1]" : PRINT
AT 7,20;z$;"=A"
 520 LET X$="PLAYER[2]" : PRINT
AT 8,20;X$;"=B"
 530 PRINT AT 10,20; INK 6; INVE
RSE 1;"LAST MOVE:"
 600 PRINT AT 21,0; FLASH 1;z$;"
YOUR GO!"
 605 LET G1=G1+1
 610 INPUT "(ROW):";r: INPUT "(C
OLUMN):";c
 615 IF r>6 OR r<1 OR c>6 OR c<1
THEN BEEP .5,40: GO TO 610
 616 IF A(R,C)>0 THEN BEEP .5,40
: GO TO 610
 620 LET a(r,c)=1
 625 PRINT AT 11,20;"ROW:";R;" C
OL:";C
 630 PRINT AT 2+(r*2),c*2; INK 6
; PAPER 1;"A"
 640 GO SUB 1000
 650 REM FINDS PLYER 2'S MOVE +
DISPLAYS IT
 660 LET G1=G1+1: PRINT AT 21,0;
FLASH 1;X$;" YOUR GO!"
 670 INPUT "(ROW):";r: INPUT "(C
OLUMN):";c
 680 IF r>6 OR r<1 OR c>6 OR c<1
THEN BEEP .5,40: GO TO 670
 685 IF A(R,C)>0 THEN BEEP .5,40
: GO TO 670
 690 LET a(r,c)=2
 695 PRINT AT 11,20;"ROW:";R;" C
OL:";C
 700 PRINT AT 2+(r*2),c*2; INK 6
; PAPER 1;"B"
 710 GO SUB 1000
 750 GO TO 600
 990 REM CHECK TO SEE IF ANY COU
NTER HAS 3 OR MORE OTHER COUNTER
S ADJACENT TO IT
1000 FOR I=1 TO 6: FOR G=1 TO 6
1010 IF A(I,G)=0 THEN GO TO 1100
1020 LET N=0: FOR Z=I-1 TO I+1:
FOR X=G-1 TO G+1
```

```
1025 IF Z<1 OR X<1 THEN GO TO 10
40
1030 IF A(Z,X)>0 THEN LET N=N+1
1040 NEXT X: NEXT Z
1050 IF N>3 THEN GO TO 1200
1100 NEXT G: NEXT I
1110 RETURN
1190 REM MASS CRITICAL EXPLOSION
 CHAIN REACTION ROUTINE
1200 PRINT AT 21,0;"MASS AT ";I;
",";G;" GOES CRITICAL"
1205 PRINT AT 2+(I*2),G*2; FLASH
 1;"X"
1210 LET A(I,G)=9
1220 LET N=0: FOR I=1 TO 6: FOR
G=1 TO 6
1230 IF A(I,G)<>9 THEN GO TO 129
0
1240 FOR Z=I-1 TO I+1: FOR X=G-1
 TO G+1
1250 IF Z<1 OR X<1 THEN GO TO 12
70
1260 IF A(Z,X)=1 OR A(Z,X)=2 THE
N LET A(Z,X)=9: LET N=1: PRINT A
T 2+(Z*2),X*2; FLASH 1;"X"
1270 NEXT X: NEXT Z
1290 NEXT G: NEXT I
1300 IF N=1 THEN GO TO 1220
1310 REM CLEAR CRITICAL
1311 LET P1=0: LET P2=0
1315 FOR F=1 TO 6: FOR I=1 TO 6
1317 IF A(I,F)=9 THEN PRINT AT 2
+(I*2),F*2;"X": BEEP .1,0: PRINT
 AT 2+(I*2),F*2; PAPER 1;" ": LE
T A(I,F)=0
1320 IF A(I,F)=1 THEN LET P1=P1+
1
1330 IF A(I,F)=2 THEN LET P2=P2+
1
1340 NEXT I: NEXT F
1350 IF P1=0 OR P2=0 THEN GO TO
1390
1360 PRINT AT 21,0;"  ": RETURN
```

```
1380 REM END TUNE+DISPLAY
1390 BEEP .2,5: BEEP .2,5: BEEP
.2,1: BEEP .2,20: BEEP .2,1: BEE
P .2,20: BEEP .2,1: BEEP .2,5: B
EEP .3,5
1391 BEEP .2,15: BEEP .2,15: BEE
P .2,11: BEEP .2,30: BEEP .2,11:
 BEEP .2,30: BEEP .2,11: BEEP .2
,15: BEEP .3,15
1395 BORDER 1: INK 6: PAPER 1: C
LS
1400 IF P1=P2 THEN PRINT ,,"DRAW
 AFTER ";G1;" GOES"
1410 IF P1>0 THEN PRINT ,,"PLAYER
 1 WINS AFTER ";G1;" GOES"
1420 IF P2>0 THEN PRINT ,,"PLAYER
 2 WINS AFTER ";G1;" GOES"
1425 PRINT ,,"RATING:";INT (G*5+2
0*P1+20*P2)
1430 PRINT INK 7;,,"ABABABABABABA
BABABABABABABABAB"
1440 PRINT ,,"ANOTHER GAME?";: IN
PUT A$: PRINT A$
1450 IF A$(1)="Y" OR A$(1)="y" T
HEN RUN
```

Andy Bylo



FOLLOW THIS

```
 10 REM  FOLLOW THIS     Steve Brunton
 Jan 1984
 20 REM -----------------------------------
------------
 30 REM                     TURN OFF KEYCLICK
 40 POKE 618,10
 & CURSOR
 50 GOSUB 2000              INSTRUCTION ROUTI
NE
 60 GOSUB 3000              SCREEN INITIALISA
TION
 70 REM
 80 REM   GET RANDOM NUMBER. ADD TO A ST
RING, THEN LOOP AND DISPLAY
 90 REM   THE NUMBERS OR NOTES FOR EACH
NUMBER IN THE STRING
 95 REM -----------------------------------
------------------
 100 PLOT 1,9,10:PLOT 1,10,10
 110 PLOT 19,19,10: PLOT 19,20,10
 120 RN = RND(1)*7+1
 130 ST$ = ST$+CHR$(RN+48)
 140 LS = LEN(ST$)
 150 FOR I=1 TO LS
 160 :   NUM$ = MID$(ST$,I,1)
 170 :   NUM = ASC(NUM$)-48
 180 :   PLOT 10,9,NUM: PLOT 10,10,NUM
 190 :   IF COL THEN PLOT 12,9,CHR$(127):
PLOT 12,10,CHR$(127)
 200 :   IF NM THEN PLOT 14,9,NUM$: PLOT
14,10,NUM$
 210 :   IF SNDTHENPLAY1,0,2,2000:MUSIC1,
4,NUM,7:WAIT30:PLAY0,0,0,0ELSEWAIT30
 220 NEXT I
 229 REM GET RID OF STRAY KEY PRESSES
 230 K$=KEY$
 240 WAIT 10
 250 PLAY 2,0,2,2000
 260 MUSIC 2,2,3,10
 270 PLAY 0,0,0,0
 280 FOR I=1 TO LS
 290 :   NUM$=MID$(ST$,I,1)
 300 :     CT=0
 310 :     K$=KEY$
 320 :     CT=CT+1
 330 :     IF CT>INT(100/LS)+10 THEN 1000
 340 :     IF K$="" THEN 310
 350 :   IF K$<>NUM$ THEN 1020
 360 :   NUM = ASC(NUM$)-48
 370 :   PLOT 10,9,NUM: PLOT 10,10,NUM
 380 :   IF COL THEN PLOT 12,9,CHR$(127):
PLOT 12,10,CHR$(127)
 390 :   IF NM THEN PLOT 14,9,NUM$: PLOT
14,10,NUM$
 400 :   IF SND THEN PLAY 1,0,2,2000: MUS
IC 1,4,NUM,7: WAIT 20
 410 NEXT I
 420 WAIT 10: PLAY 0,0,0,0
 430 PLOT 27,19,STR$(LS): PLOT 27,20,STR
$(LS)
 440 POKE 49090+LS, NUM+16
 450 WAIT 30
 460 GOTO 120
```

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FOR THE ORIC 1

FOLLOW THIS is based on the game of *Simon*, where the player has to copy a random sequence of notes produced by the machine. The player can choose to follow the notes, coloured blocks, coloured numbers or any combination of the three. The screen constantly shows the numbers 1-7 in the relevant ink colour as a guide, as well as the score and the sequence so far.

INSTRUCTIONS

On running the program, the player is given the choice of seven options. The input to this determines the display. The player can choose to display the number of the key to press (1-7), a coloured block associated with that number, or to sound a note – or any combination of the three.

Your Oric 1 will display a random number 1-7 which you must copy after a signalling noise. It will then display a sequence of two numbers starting with the previous number, and so on. The sequence increases by one number each go. The time you get to respond in gets shorter the more numbers you get right – a sequence of nine or ten numbers is not bad!

STRUCTURE

10–90	Calls routines for instructions and screen initialisation
100–110	Plots attribute for double height character
120–460	Main loop:–
120–140	Get rnd number and add to a string of numbers
150–220	Loop through sequence and display number or block or play note depending on player's choice
230–270	Make sure there are no stray key presses and make a sound to let player know it's his go
280–410	Loop through sequence and check player inputs numbers in correct order and within allowed time
420–460	Update score and print coloured block
1000–1100	Error and end routine
2000–2230	Instructions
3000–3120	Screen initialisation

MAIN VARIABLES

SND	– set true if sound wanted
COL	– set true if coloured blocks wanted
NM	– set true if numbers wanted
RN	– random number 1-7
ST$	– string of random numbers
LS	– length of ST$
NUM$	– current number to be displayed (as a character)
NUM	– current number (used as ink attribute and in music command)
K$	– player's input



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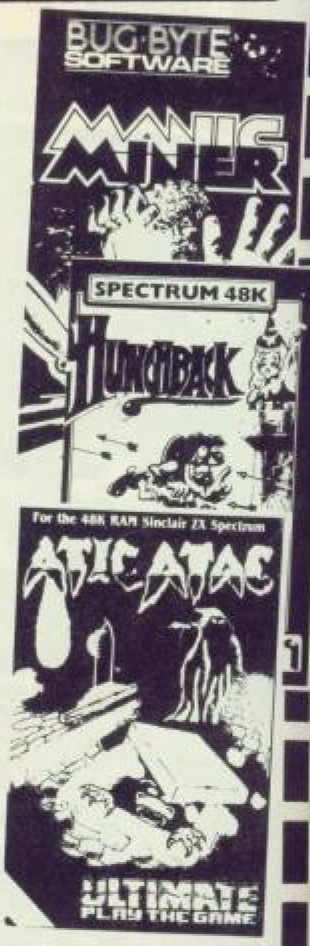
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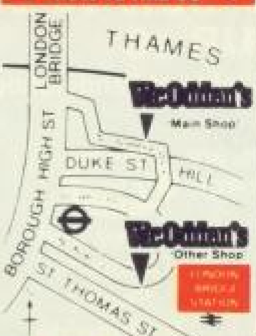
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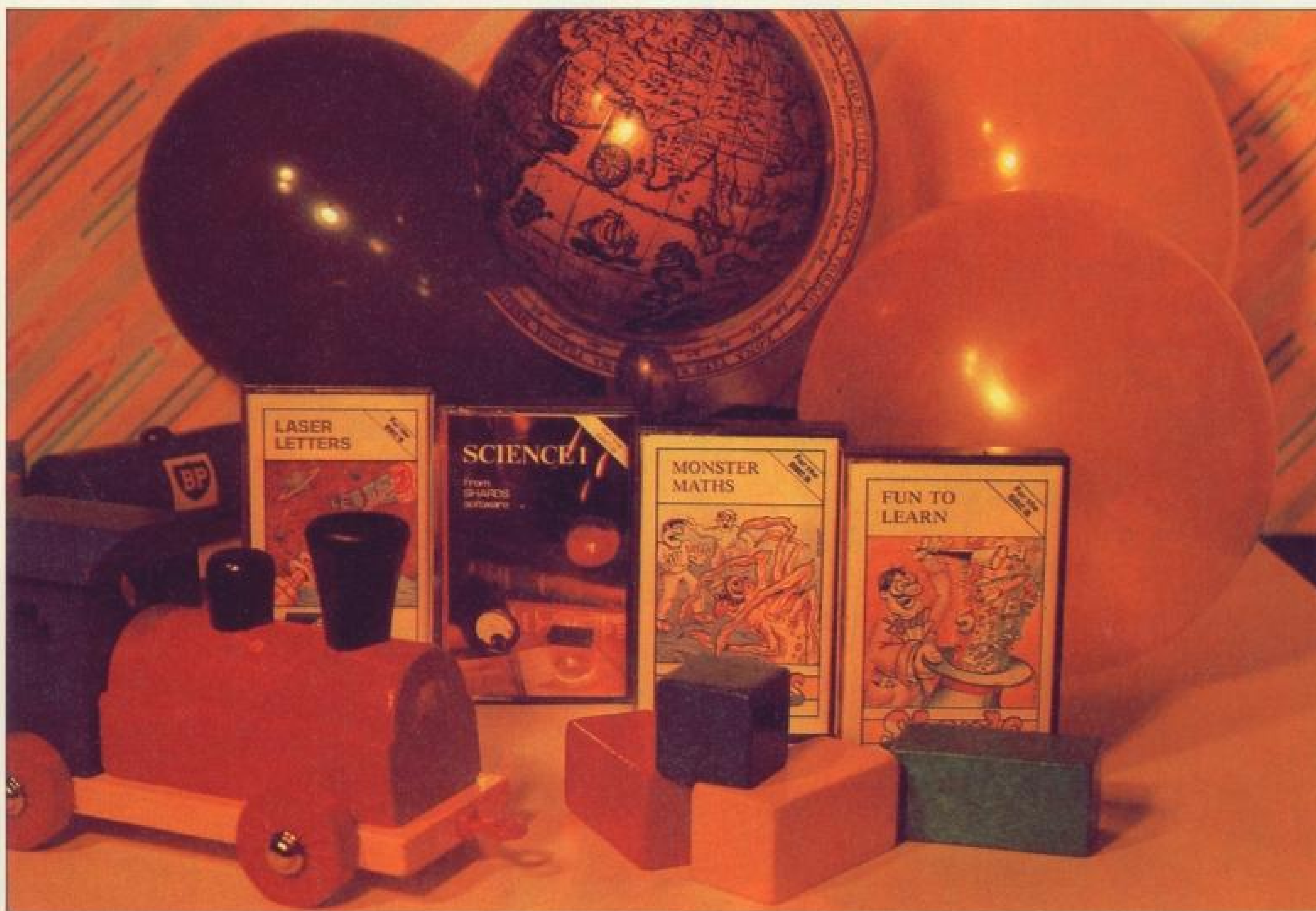
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```
970 REM
980 REM   ERROR ROUTINE
990 REM   ---------------
1000 A$="OUT OF TIME"
1010 GOTO 1030
1020 A$="   WRONG"
1030 PLOT 10,9,A$: PLOT 10,10,A$
1040 SOUND 1,1000,10: PLAY 1,0,2,2000:
WAIT 30: PLAY 0,0,0,0
1050 PLOT 6,16,"ANOTHER GAME(Y/N)?"
1060 GET AN$
1070 IF AN$="Y" OR AN$="y" THEN RUN
1080 IF AN$<>"N" AND AN$<>"n" THEN 1060
1090 PAPER6: INK4: CLS
1100 POKE 618,3
1110 END
1970 REM
1980 REM   INSTRUCTIONS
1990 REM   --------------
2000 PAPER6: INK0: CLS
2010 PRINT:PRINT CHR$(4)
2020 PRINT:PRINT SPC(11); CHR$(27); "NF
OLLOW THIS"
2030 PRINT CHR$(4)
2040 PRINT CHR$(129);"The rules are sim
ple, just follow"
2050 PRINT CHR$(129);"my lead. I will s
ound a note, print"
2060 PRINT CHR$(129);"a number or a col
oured block - or"
2070 PRINT CHR$(129);"all three if you
want !"
2080 PRINT "The time you get to respond
in gets"
2090 PRINT "less the more numbers you g
et right."
2100 PRINT: PRINT
2110 PRINT CHR$(132);" 1 - just notes"
2120 PRINT CHR$(132);" 2 - just blocks"
2130 PRINT CHR$(132);" 3 - just numbers
"
2140 PRINT CHR$(132);" 4 - notes & bloc
ks"
2150 PRINT CHR$(132);" 5 - notes & numb
ers"
2160 PRINT CHR$(132);" 6 - blocks & num
bers"
2170 PRINT CHR$(132);" 7 - all three"
2180 PRINT:PRINT:PRINT CHR$(133);"Input
a number (1-7)"
2190 INPUT A
2195 IF A<1 OR A>7 THEN 2180
2200 IF A=1 OR A=4 OR A=5 OR A=7 THEN S
ND=TRUE
```

```
2210 IF A=2 OR A=4 OR A=6 OR A=7 THEN C
OL=TRUE
2220 IF A=3 OR A=5 OR A=6 OR A=7 THEN N
M=TRUE
2230 RETURN
2970 REM
2980 REM      DISPLAY COLOURS/NUMBERS AND
SOUND
2990 REM   ----------------------------
--------
3000 PAPER 0: INK 2
3010 CLS
3020 PLOT 1,3,10: PLOT 1,4,10
3030 FOR I=1 TO 7
3040 :  PLOT 2*I+6,3,I: PLOT 2*I+6,4,I
3050 :  PLOT 2*I+7,3,CHR$(I+48): PLOT 2
*I+7,4,CHR$(I+48)
3060 :  PLAY 1,0,2,2000: MUSIC 1,4,I,7:
WAIT 30: PLAY 0,0,0,0
3070 NEXT I
3080 FOR I=49080 TO 49119
3090 :  POKE I,16     ' FILL BOTTOM ROW
WITH BLACK PAPER ATTRIBUTE.
3100 NEXT I
3110 PLOT 20,19,"SCORE: ": PLOT 20,20,"
SCORE: "
3120 RETURN
```

●

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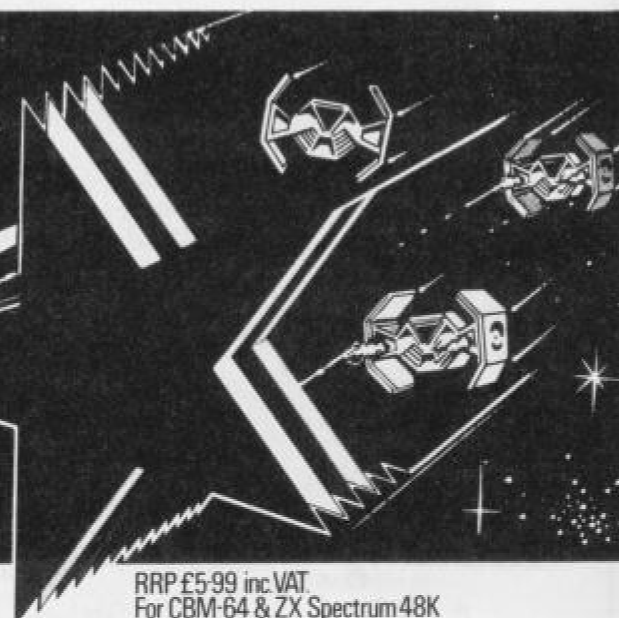
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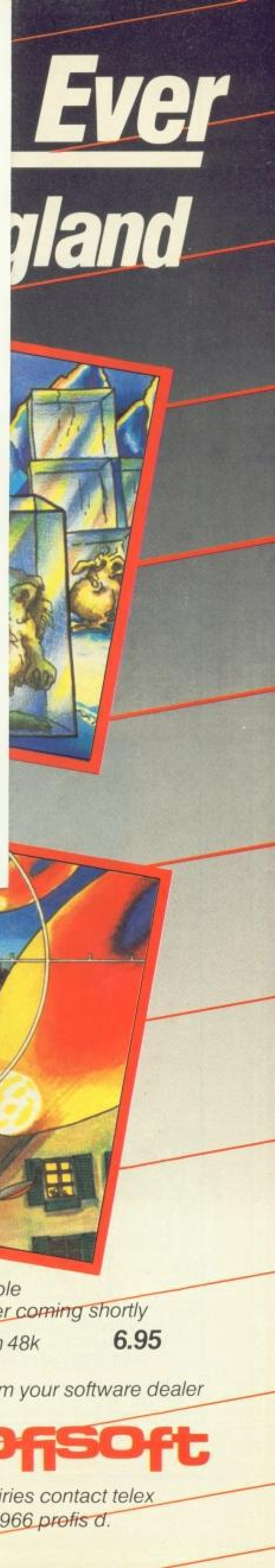
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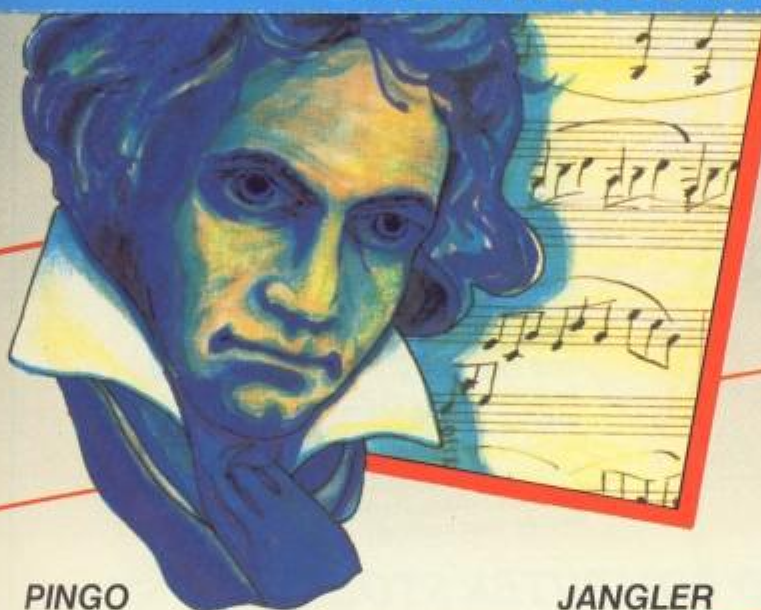
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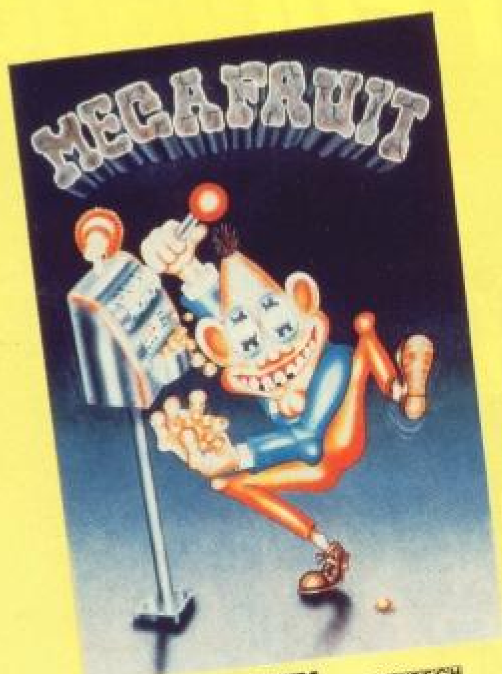
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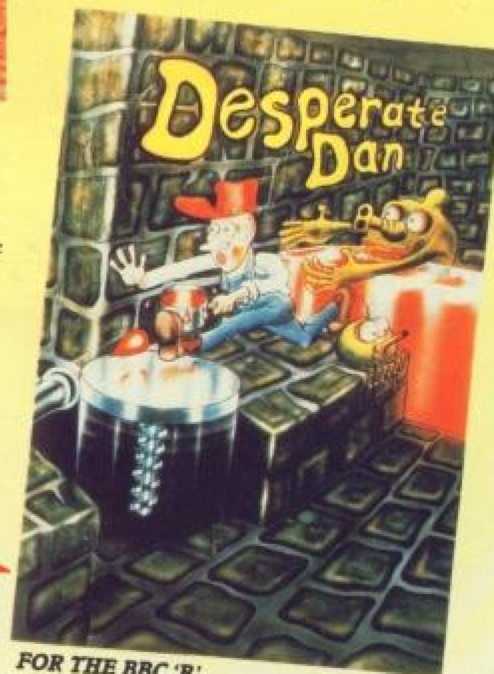


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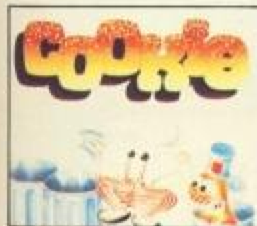
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PUZZLES • PUZZLES • P

MICRO SPOTTING

Discover the names of seven micros hidden in the first grid. The names can run up, down, forwards or backwards.

In the second grid you must uncover the name of seven micro games companies.

(Puzzle submitted by Gary Mitchell, Norwich)

I	X	N	Y	L	E	X	M
N	N	O	G	B	R	D	U
L	D	R	A	G	O	N	R
E	U	T	R	C	R	B	T
B	B	C	C	I	V	S	C
S	E	E	Y	R	T	E	E
L	E	L	J	O	H	N	P
I	T	E	A	Y	G	N	S

U	V	O	C	E	A	N	N
L	L	P	P	Z	X	I	O
T	R	W	R	D	A	P	I
I	Q	Z	O	C	Q	F	S
M	A	R	T	E	C	H	P
A	A	K	E	T	F	O	S
T	V	P	K	V	Y	W	S
E	N	I	G	A	M	I	I

NUMBER CROSSWORD

Each clue is a series of numbers linked to each other in a logical way. The answer is the next number in the series.

Across
(1) 614,411,16,67
(4) 959,982,1001,1003
(5) 333,4444,1
(6) 4,10,22,46

Down
(1) 74,72,73,71,72
(2) 16,64,256
(3) 3.1,15.5,62,186
(4) 14,15,12,17
(5) 38,36,33,29

■	1	2	3
4			
	■	5	
■	6		■

ANSWERS AT THE BOTTOM OF THE PAGE

MISSING VOWELS

Listed below are the names of ten well-known Spectrum games, except that all the vowels have been left out. What are they?

(1) TC TC
(2) DNGN MSTR
(3) MNC MNR
(4) CK
(5) WHL
(6) SCB DV
(7) TM GT
(8) RCD
(9) PNTRTR
(10) MD MRTH

(Puzzle submitted by S Reeve, Thatcham, Berks)

If you can invent a puzzle to do with computers or computer games why not send it to us? You'll win a free program if we publish it! Send to: Puzzles, Personal Computer Games, Evelyn House, 62 Oxford Street, London W1A 2HG.

MYSTERY PAC

A B C D E F G H

The diagram below is one of the many mazes where Pac-Man lives. Unlike most mazes, this one has lockable doors.

To escape from the monsters chasing him, Pac-Man can move through each door once, and once only, locking it behind him. He must end up safe in a completely locked room, with all the doors to the other rooms locked.

Which room must he end up in?

MICRO SPOTTING
Grid 1: Lynx, Spectrum, Oric, BBC, Vic, Dragon, Electron. **Grid 2:** Ultimate, Ocean, Protek, Martech, Softek, Imagine, Psion

MISSING VOWELS
1. Atic Atac 2. Dungeon Master 3. Manic Miner 4. Cookie 5. Wheelie 6. Scuba Dive 7. Time Gate 8. Arcadia 9. Penetrator 10. Mad Martha

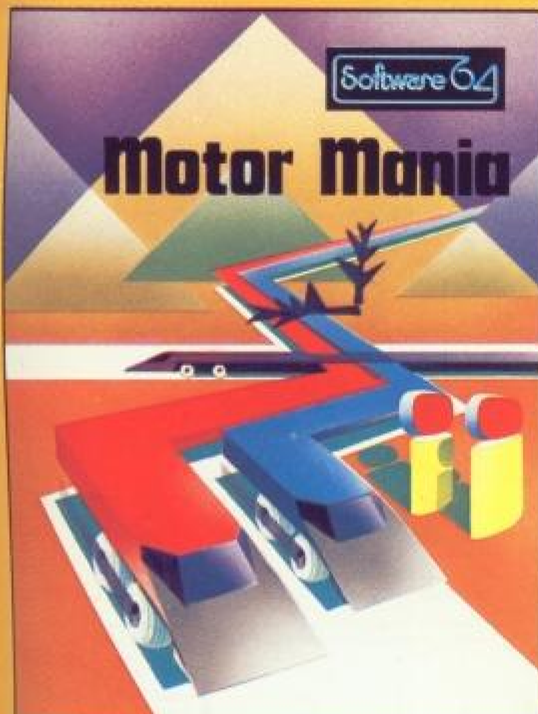
NUMBER CROSSWORD
1a. 713 4a. 1007 5a. 22 6a. 94
1d. 70 2d. 1024 3d. 372 4d. 10 5d. 24.

MYSTERY PAC
Room B – it's the only room with an odd number of doors.

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Software 64



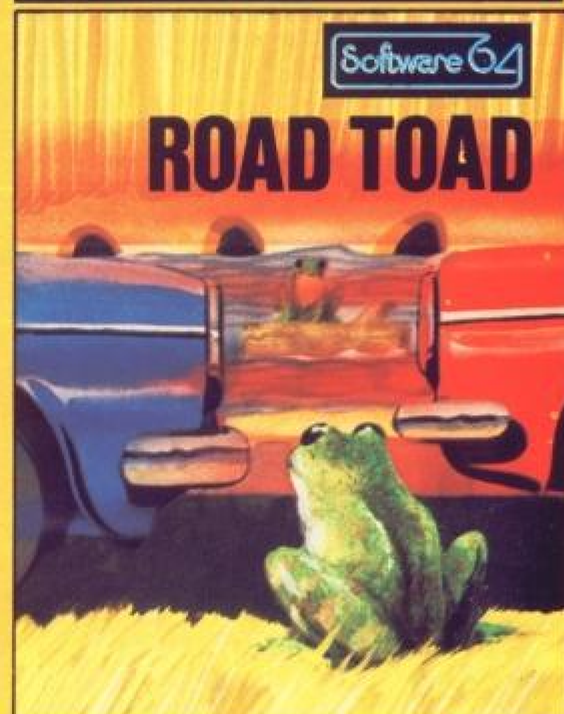
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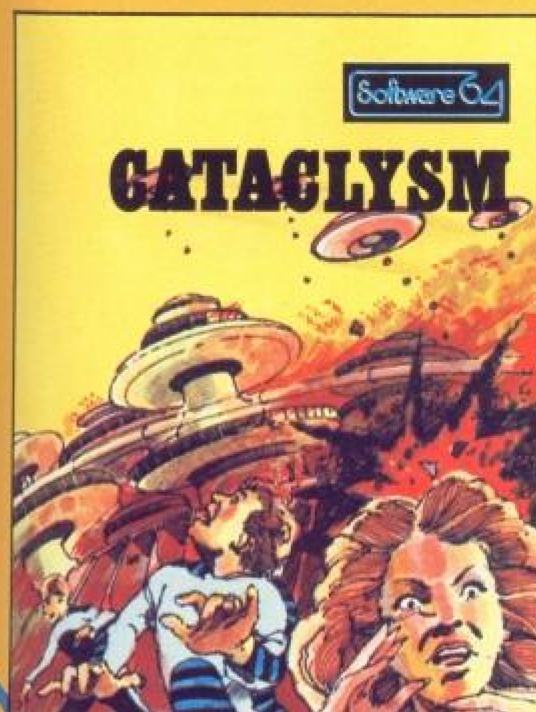
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NEW

WORD FEUD £7.95

This brilliantly conceived program combines the best parts of arcade games with the best of educational games, making a real family game that anyone who can see the screen can participate in. You have to find the word that is hidden twice in the jumble of letters, then guide your sights over one of the occurrences of it.

The first to find it wins! You can play by yourself or in teams against the computer, or against other players. Three difficulty levels are included to suit young and old alike!





BONZO 64 £7.95

This best-selling game for the VIC-20 is now available on the 64! Featuring the most intelligent and devious monsters you have ever tried to avoid, the Bonzos, this game is a real joystick wrencher. Move Hans, the handyman, up and down the ladders to pick up the boxes from the different levels.

But don't meet a Bonzo on the way!

NEW

CATACLYSM £5.95

Pure shoot-em-up arcade action for the 64 and unexpanded VIC! The Lunar city of Erriam is under attack from the ships of the Jovian empire. Their merciless bombing will reduce your city to a pile of rubble, unless you can hold them off. You are the commander of the sole laser defence base. Your mission - hold out for as long as possible.

BURNIN' RUBBER

You are an entrant in the great Intergalactic Four Seasons Death Race!. You must tackle the Spring, Summer, Autumn and Winter sections with the objective of running as many other cars as possible off the road. The opposition is numerous, including the indestructable but slow Tank Cars, the tricky Deathmobiles and many other Demon Drivers. You have one advantage - your car can fly for a limited distance, allowing you to avoid hazards if you're quick enough! All this and more makes Burnin' Rubber the car race of the century!



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